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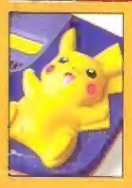

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NEWSPAPER HANDLING

Babbage's and EB Shift PS2 Pre-Order Focus

By Bryan Intihar

As any retailer or consumer knows, October 26, 2000, is going to be a huge day for the videogame industry. On that day, Sony Computer Entertainment America will launch its highly anticipated PlayStation 2 console. Even with Sony's announcement that it will ship one million units for the October 26 launch, numerous retail stores have ceased all pre-orders of the console. However, that's certainly not the case on the Internet. *GameWEEK* has discovered that prominent videogame retailers Babbage's Etc. and Electronics Boutique have continued to take pre-orders through their respective websites, www.gamestop.com and www.ebworld.com.

Right after Sony introduced its new console in September of 1999 at the Tokyo Game Show, hundreds of consumers flocked to their local videogame stores to put money down and guarantee themselves a console on launch day. While many retailers initially held back on accepting pre-orders, after the first of the year, the pre-orders started to take place throughout various stores. Companies such as Babbage's and Electronics Boutique were accepting pre-orders in their stores without even knowing the release date or price of the PS2. Soon after Sony announced these two key details about the PS2, Babbage's and Electronics Boutique quickly put a halt on pre-orders in their stores around the country.

Stores such as Babbage's and Electronics Boutique are only promoting PS2 accessories and titles and not the actual console.

Meanwhile, while perusing the Babbage's and Electronics Boutique websites, this editor was astonished to find that both websites were still taking pre-orders. Even more surprising was that these pre-orders were for units that would ship on October 26—unlike the stores that had stopped all launch day pre-orders. This strategy seems to place more value on the online consumer than the regular in-store customer.

When *GameWEEK* spoke to a customer service representative for Babbage's, she stated that the "stock for our website is different for our stores. Also, there is a different amount of consoles allocated for the website than for the stores." When asked about when the present pre-orders would be shipped, she added, "We fully expect to ship all the orders on October 26. Unless Sony changes the stock that it has promised us, these

(continued on page 8)

Microsoft Buys Bungie for First-Party Software Benefit

By Andy Eddy

Microsoft Corp., in an effort to build up its first-party development arsenal, announced its purchase in mid-June of Bungie Software Products Corp., a Chicago-based development house.

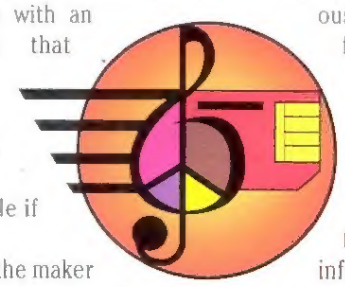
Once all the logistical details are worked out—*GameWEEK* was told prior to press time by Microsoft's VP of Games Publishing Ed Fries and Bungie's founder/CEO Alex Seropian that it should be "very soon"—Bungie's three development teams will move to Microsoft's Redmond, Washington, offices. The last team to make the move will be

(continued on page 8)

Nintendo, SongBoy.com at Odds on Music Device

By Andy Eddy

The story seems like a simple one: A company comes up with an innovative add-on that enables a portable game system to double as a digital-music player.



Well, it would be simple if it ended there.

In this story, however, the maker of the portable gaming system is Nintendo of America, which has always been protective of the companies it licenses to create software and enhancements. And in this case, Nintendo of America has reportedly chosen to deny SongBoy.com, the makers of the previously described SongBoy add-on for Game Boy, a license to make the product under the game giant's umbrella. In fact, Nintendo has taken it a step further by filing a lawsuit against SongBoy.com for trademark and patent infringement.

As if that weren't fodder for a game-industry soap opera, it gets more convoluted when you look at SongBoy.com's June 9

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New N64 Console This Holiday Season

Pokémon-oriented system comes as no surprise

By Bryan Intihar

Nintendo is planning on riding the Pokémon wave right through this holiday season. During the fall, the company plans on releasing its *Pokémon Gold/Silver* titles for the Game Boy Color and another Nintendo 64 title called *Pokémon Puzzle League*. Recently, the company announced yet another redesign of its Nintendo 64 game console. This time, the console will feature a Pokémon theme. Nintendo of Japan stated that the new console would come in two colors, blue or orange, with each featuring a picture of the most recognized character of the series, Pikachu, on the right side of the console. In addition, the generic power button has been replaced by a red and white poké-ball, and Pikachu's foot is now the reset button. Lastly, Pikachu's cheeks light up when the console is turned on.

This is not first time that Nintendo has redesigned its 64-bit console. Back in November of 1999, Nintendo released a Donkey Kong bundle that included the *Donkey Kong 64* game, a 4MB expansion pak, one controller and a translucent green console. On February 21, the company released six variations to the console with each being a different translucent color. The consoles were appropriately named Smoke, Ice, Fire, Jungle, Watermelon and Grape. No game was included in the packaging, each unit came with only one controller and retailed for $99.95.

The new Pokémon-themed system will be available in Japan this July and is scheduled for a U.S. release during the holiday season.

According to a Nintendo representative, the Pokémon-themed console will go on sale in Japan this July and then hit store shelves in the United States in time for this holiday season. However, no price or date have been announced for the United States release. However, since the console offers the same features as the standard Nintendo 64 and is relatively the same size, the price should range in the $100 area. **GW**

Daylight Savings Time for Kalisto

Company acquires Austin-based developer

By Ben Rinaldi

In an attempt to expand its operations in North America, Kalisto Entertainment, a developer best known for creating hit videogame titles such as *Nightmare Creatures* and *4 Wheel Drive*, has acquired DayLight Productions. Pending approval by shareholders, DayLight will be re-named Kalisto U.S.A. and will be headed up by current DayLight President Mark W. Day.

DayLight is an Austin, Texas-based developer that over the years has produced games for major publishers, including Electronic Arts, Fox Interactive, Activision and Universal/Konami. DayLight's team members have worked on the well-known *Wing Commander* series that include *Wing Commander 3*, *4*, and *Prophecy*.

"I look forward to the challenge of continuing to grow both our San Francisco and Austin studios and working with the best technical and creative talent that these two diverse locations have to offer," said Day. "Kalisto Entertainment is the largest dedicated developer in Europe and we are excited at the opportunity to represent Kalisto in the U.S. as we share the same philosophy of quality, creativity and industry savvy that has made Kalisto such a success."

The studio will produce both original Kalisto games and co-productions based on third-party licenses for current and next generation consoles, PC and the Internet. **GW**

SHORT TAKES

Girl Meets (Game) Boy

The first lady of videogames, Lara Croft, has finally made her way to Game Boy Color, the reigning king of the portable videogame arena. To help celebrate this momentous meeting, publisher THQ and peripheral manufacturer Nyko Technologies are teaming up to offer consumers a special sweepstakes in which they can score some free loot.

The "Let Lara Light Up Your Life" sweepstakes will allow participants to win some great prizes, including a copy of *Tomb Raider* for GBC and Nyko's nifty Worm Light.

Consumers can sign up to win by visiting the following website between now and August 1: http://ocs.thq.com/tombraider_contest. The first 10 entrants will win a copy of *Tomb Raider* starring Lara Croft and a Worm Light, while the next 90 entrants will win a Worm Light. **GW**

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GameWEEK EDITORIAL

by Ben Rinaldi,
GameWEEK *Senior Editor*

Cheaters Win... Everyone Else Loses

While flipping through the June issue of *Game Developer Magazine* I came across a fascinating article called "How to Hurt the Hackers." The author, Matt Pritchard of Ensemble Studios, talks about the problem of cheating in online games—a problem that may be more widespread than anyone thinks. Already there have been well-documented cases involving popular games like *Diablo*, *Age of Empires* and the original *Quake*. And those are just a few examples that we are aware of.

Pritchard brings the subject of online/multiplayer cheating out of the shadows by revealing the unscrupulous techniques used by hackers to gain an unfair competitive advantage. An excerpt from the article explains why cheating can be so disastrous for both developers and publishers of online PC games: "As more games are released with online play as an integral component, drawing ever-larger audiences, it becomes ever more important to ensure that each online game player experiences what they believe to be a fair and honest experience."

He's not kidding either. I can tell you from first-hand experience that cheating can really ruin a great game. Lately, while enjoying some frantic games of *Unreal Tournament* (an office favorite), a few *GameWEEK* editors (myself included) noticed some incredibly strange things happening that could not be logically explained. Certain players displayed extra-ordinary abilities such as invincibility and perfect aim (in some cases, rockets would shoot out of a player's back to kill us). These unfortunate incidents have soured my experience with the online multiplayer aspect of *UT* to the point where I don't even play it anymore.

This is the nightmare scenario that developers and publishers fear most. Right now, the problem affects only a small segment of the online PC gaming community, but as Internet-enabled consoles—Dreamcast, PlayStation 2 and Xbox—bring online gaming to the masses, it's something that will have to be addressed if multiplayer online gaming is to move forward. **GW**

PlayStation 2: Behind the TOOL

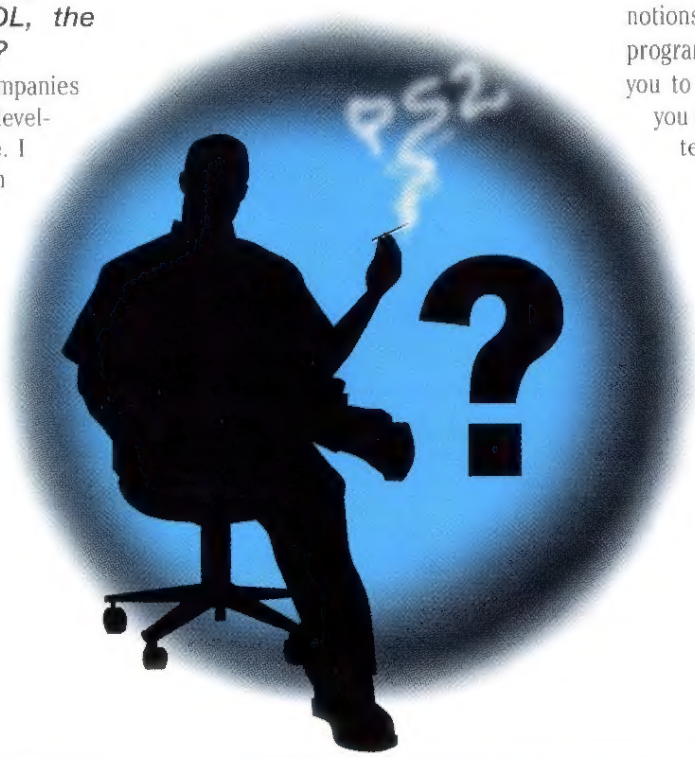
Programmer defends PS2 software development capabilities

By Dane Baker, CoreMagazine.com

Following a series of reports regarding the limitations of the PlayStation 2 hardware, we recently spoke with a programmer regarding Sony's PS2 development system, "TOOL." Due to the sensitive nature of the following information, we've decided to keep our source anonymous.

***GameWEEK:** Can you give us some information regarding the functionality of the TOOL, the PS2 development system?*

Developer X: All hardware companies have some form of proprietary development system for their console. I think Sony's is much more high profile and impressive looking than most. For example, in the Super Famicom era there was a strange white-gray box that was connected to both the Super Famicom and the PC for development. The TOOL is basically a development kit with a Linux workstation thrown in for free. The original PlayStation dev kit, which costs exactly the same as the PS2 one—about $13,000—required two PC ISA slots and led to many installation problems. The fact that the TOOL is essentially a stand-alone machine that is "talked to" via Ethernet makes it much easier to share data, thereby reducing costs when compared to other consoles. You can also develop interesting utilities that only need to be compatible with your Intranet, rather than learning a propriety method to access the development kit. I personally use Windows NT in association with the TOOL, so I get the best of both worlds. That's another interesting thing about the system; you're not required to use Linux to talk to the TOOL machine; it uses standard TCP/IP. Everything considered, I think it's the best development machine I've worked on to date. I don't think many developers would criticize it aside from the price.



***GameWEEK:** Very interesting, considering how outspoken some companies have been regarding the complexity of PlayStation 2 development.*

Developer X: I think the main problem is that most developers had preconceived notions regarding PS2 development. As a programmer, the PlayStation 2 does force you to change your way of thinking. Once you do that, you open yourself up to new techniques and things that haven't been done before. In that sense, I think the main people complaining are used to Direct-X...and anyone who actually likes Direct-X should be shot. (laughs) Seriously though, I've seen [PlayStation 2] titles in development that are mind-blowingly gorgeous, and definitively next-generation. Once you see what development houses such as Naughty Dog have under wraps, everyone's qualms will be washed away. Also, just wait until the smaller development houses in England get a firm grasp on the machine. **GW**

SVG Continues to Expand

By Ben Rinaldi

Los Angeles-based SVG Distribution, the sister company of publisher Crave Entertainment, recently announced a deal that will make it the exclusive distributor of PlayStation products to Tower Records stores. SVG has been distributing PS products to 15 Tower outlets in Southern California since late 1999, but the new deal expands the company's reach to all 85 Tower stores nationwide effective in July.

SVG's Executive Vice President Michael Maas tells *GameWEEK* that his company negotiated and won the Warner contract because of its "Retail Partner Program" (RPP): "SVG approached Tower with the 'RPP' concept, and following a successful test program in the Southern California region, Tower asked SVG to roll out the program into all of its other retail stores."

Maas says SVG's Retail Partner Program is "a comprehensive program through which SVG co-manages all aspects of the product category with the retail partner." In accordance with the agreement, SVG will be responsible for all aspects of the product category, including, but not limited to, product assortment, merchandising, marketing and advertising. Additionally, SVG will work closely with retailers to develop displays and in-store promotions that meet with store concept design parameters.

Michael Maas

SVG also made official a deal to distribute PS, Nintendo 64 and Game Boy products to 141 North American Warner Bros. Studio Stores. The Warner program covers Sony 1st and 3rd party hardware, software and accessories, and Nintendo third-party software and accessories. Like the Tower deal, Warner stores can look for SVG to handle inventory and price management, direct to store shipping, value priced software programs, in-store gift promotions, co-op advertising, promotional product displays and packaging, custom merchandising displays and fixtures, and in-store sales training. **GW**

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GameWEEK

GROUP PUBLISHER
Hal Halpin hal@gameweek.com

EDITORIAL
Editorial Director: Mike Davila mike@gameweek.com
Managing Editor: Jim Loftus jim@gameweek.com
West Coast Editor: Andy Eddy andy@gameweek.com
Senior Editor: Ben Rinaldi ben@gameweek.com
News Editor: Bryan Intihar bryan@gameweek.com
Copy Editor: Amanda Gallagher amanda@gameweek.com
Multimedia Editor: Karen Jones karenj@gameweek.com
Senior Contributing Editor: Tom Ham tom@gameweek.com
Contributing Editors: Suzanne Ashe, Marty Chinn, Michael Dixon, Marc Dultz, Chuck Miller, Paul Palumbo, Jason Rich, Peter Suciu, Steve Traiman, Jeff Tschiltsch, David Ward

PRODUCTION
Senior Art Director: Michael Bouse michaelb@gameweek.com
Art Director: Stephanie Lora stephanie@gameweek.com
Print Production: Russ Stockton russ@gameweek.com
Production Artist: Suzanne Lapila suzannel@gameweek.com

RESEARCH PROVIDER
The NPD Group www.npd.com • Phone: 516.625.2345

SALES
National Ad Director: Laura Pitaniello laura@gameweek.com
Eastern Regional Ad Mgr.: John Ellertson john@gameweek.com
Bay Area Ad Mgr: Kristian Kilfoil kris@gameweek.com
Southwest Ad Mgr.: Eric Panter eric@gameweek.com
Northwest Ad Mgr.: Aldo Ghiozzi aldo@gameweek.com
Account Executives: Eric Kaplan erick@gameweek.com
Christine Gray christine@gameweek.com
Ad Coordinator: Suzanne Chamberlain suzannec@gameweek.com

MARKETING
Marketing Manager: Heather Courter heather@gameweek.com
Event Marketing Consultant: Deb Hart
Marketing/PR Assistant: Jennifer Johnson jenn@gameweek.com

CIRCULATION
Circulation Director: Suzanne Manning suzanne@gameweek.com
Circulation Assistant: Marianne Vandervoorn
Circulation Associate: Ashwin Mital ashwin@gameweek.com
Publishing Consultant: Timothy Lyon timlyon@earthlink.net
Newsstand Consultant: Jim Gregory jamesjgregory@compuserve.com

GAMEWEEK.COM EDITORIAL
Editorial Director: Andy Eddy andy@gameweek.com
News Editor: Bryan Intihar bryan@gameweek.com

GAMEWEEK.COM ADVERTISING SALES
Associate Publisher: Rick Vandervoorn rickv@gameweek.com

GAMEWEEK.COM PRODUCTION
Assistant Web Master/Associate Editor: Pete Gallagher pete@gameweek.com
Web Developer: John MacGregor johnm@gameweek.com
Web Interns: Philip Olkoski philip@gameweek.com, Rob Flemming rob@gameweek.com, Grant Lynch grantl@gameweek.com

DEVELOPMENT
Assoc. Publisher of IKids: Jeff Dwight jeffd@gameweek.com

ADMINISTRATION
Chairman & CEO: Harold Halpin hjhalpin@gameweek.com
Treasurer & CFO: Bill Thomas btthomas@gameweek.com
President & COO: Hal Halpin hal@gameweek.com
V.P. of Sales: Len Ciciretto len@gameweek.com
V.P. & CIO: Spencer Halpin schalpin@gameweek.com
Controller: Steve Shults sshults@gameweek.com

***GAMEWEEK'S* OFFICES**
East Coast: 64 Danbury Road, Suite 500, Wilton, CT 06897
Phone: 203.761.6150 • Fax: 203.761.6184
West Coast: 1350 Old Bay Shore Highway, Suite 260, Burlingame, CA 94010
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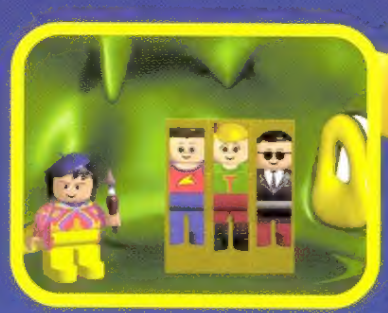

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CoreMagazine.com

By Dane Baker and Dennis Day

JAPAN NEWS BRIEF

New PlayStation 2 Model Ships

Sony has begun shipping a new version of the PlayStation 2 system in Japan. Labeled model number SCPH-15000, the system looks exactly the same as the original, but features a redesigned circuit board that Sony representatives describe as "more cost effective than that of the original unit." In addition, the system is said to feature countermeasures against PlayStation 2 modchips, which allow users to play pirated software. The first shipments of SCPH-15000 units are already en route to Japanese retailers; expect more details next week.

Digicube

Digicube of Japan held a recent shareholders meeting to discuss a number of upcoming ventures, including online media strategies. Before doing so, representatives confirmed that pre-orders for Square's upcoming PlayStation RPG *Final Fantasy IX* have reached 960,000 units. Many believe that between traditional retail pre-orders and online pre-orders, approximately 1.5 million copies of *FFIX* will be pre-sold before the game's projected July 7 release in Japan. In associated news, Digicube executives pondered the potential of the Internet—in particular, the company's possible future plans to serve downloadable digital media, including music. Several recent court cases have dissuaded some shareholders from seeing the overall profitability of the online music market, although a firm decision hasn't been made yet.

World Hobby Fair: Sega Shows Off

Sega Enterprises has confirmed plans to showcase a number of upcoming Dreamcast titles at the recent World Hobby Fair in Japan. Scheduled for June 24 and 25 at the Makuhari Messe, Sega and several other gaming related companies are commanding booths on the show floor. Sega reportedly plans to showcase the following titles at the show:

- *Bikkuriman 2000*
- *Doraemon*
- DreamEYE (digital camera)
- DreamPassport 3
- DreamLibrary Software
  (old MegaDrive titles for play on Dreamcast)
- *Ferrari F355*
- *Jet Set Radio*
- *Magic: The Gathering*
- *Mr. Driller*
- *Samba de Amigo*
- *Shotokou Battle 2*
- *Virtua Athlete 2K*

Chinese E3 Announced

Plans to hold the first annual China Electronic Entertainment Expo were announced last week. The event is scheduled to take place November 3-6 in Shenzhen, Guangdong, China. The show, which will be similar to its American counterpart, will feature the latest in gaming and electronic entertainment technology. Thus far, an exhibitor list has not been announced.

Dynasty Warriors 2 Delayed

Originally scheduled for release this week in Japan, Koei representatives have confirmed plans to delay their PlayStation 2 action title, *Dynasty Warriors 2* (known as *Shin-Sangokumusou* in Japan). Due to last minute changes and ongoing beta testing, the game has been officially rescheduled for release on August 3. *Dynasty Warriors 2* will ship on CD-ROM format for approximately 6800 yen ($64).

Continued from the Cover

Nintendo, SongBoy.com at Odds on Music Device

press release, which not only indicates that Nintendo has sued it, but also seems to insinuate that Nintendo might have taken the action to prevent SongBoy.com—which is billed as a "minority-owned company" and "an African American-owned, Silicon Valley digital media start-up company"—from succeeding in its endeavors.

SongBoy.com founders Ron Jones and Mark Bush at the recent E3 trade show

"Our legal team has taken great measures to ensure that we have in no way violated the Nintendo patent and trademark," said Mark Bush, SongBoy.com's chief marketing officer, in the press release. "We view the proposed lawsuit as an attempt to stifle our entry into the marketplace."

The statement also noted that the Reverend Jesse Jackson had "come on board with his support" of SongBoy.com, and has pursued meetings with Nintendo to discuss the lawsuit. SongBoy.com claims that it is a "trade bureau member" of Jackson's organization, the Rainbow/PUSH Coalition, which states on its website that it has a mission of "working to move the nation and the world toward social, racial and economic justice."

SongBoy.com's press release also quotes Jackson's correspondence to Nintendo. "I am concerned about the lack of consideration that Nintendo has given to expanding opportunities for African American entrepreneurs and businesses," Jackson reportedly wrote. "We would hope that Nintendo would welcome a partnership with an African American company."

TWO SIDES TO THE STORY

For its side of the story, Nintendo doesn't have much to say—at least not yet. It only offered a concise statement that touches on the issue:

"Nintendo has filed a lawsuit in Federal Court against SongBoy.com for trademark and patent infringement. While we cannot comment on the specifics of this case, we can tell you that Nintendo protects its customers by enforcing its intellectual property rights when we believe they are being infringed."

A Nintendo spokesperson indicated that the company would not at this time offer further comment on the situation, saying that it has a policy not to discuss pending legal issues.

> *SongBoy's literature assures that its product doesn't infringe on Nintendo's 5,134,391 and 5,095,798 patents because it just uses "the Game Boy as a 5VDC power source."*

As *GameWEEK* understands it, Nintendo uses a slick process for preventing non-licensed products from working with Game Boy. Unlike the "lock-out" chip that it used in the Nintendo Entertainment System (NES) from the mid-'80s into the early '90s to prevent videogame software that had not been "officially" approved from running, Nintendo utilizes a "softer" solution with Game Boy: When the system is turned on, the first thing that has to happen is the scrolling of the Nintendo logo up the screen. If that's not the first event, the handheld ceases to operate. However, if the logo scroll happens, the software continues to execute. For an unauthorized product to run, it would have to scroll the Nintendo logo, which would then give Nintendo grounds for a trademark lawsuit for the "illicit" use of the logo without permission.

The SongBoy literature indicates that the device doesn't infringe on Nintendo's patents.

SongBoy.com's literature assures that its product Nintendo's 5,134,391 and 5,095,798 patents because it just uses "the Game Boy as a 5VDC power source." SongBoy.com's Bush is kind of surprised by Nintendo's move because his company "spoke to [Nintendo] on numerous occasions, and demoed the product at E3. We gave them all the love they wanted and are promoting the Game Boy."

"Why would they want to stifle something that brings eyes to their product?" Bush queried. He also noted that his personal observation is that Nintendo "got a little arrogant after we met them, like they wanted to step on us or something."

Of course, not everything in business comes down to love and promotion. Though *GameWEEK* hadn't seen Nintendo's complaint before press time, the issue also seems to be how close SongBoy is in name to Game Boy, which Nintendo likely thinks would cause consumer confusion.

Ron Jones, SongBoy.com's CEO and the inventor of the device, claims that his company won't "discontinue our SongBoy.com product." In addition to the Game Boy version, it will also sell a version compatible with SNK's NeoGeo Color Pocket. While approved by SNK, the recent moves by that game company (*GameWEEK* cover story, 6.26.00) out of the U.S. market must be felt as another blow to SongBoy.com's business plans. **GW**

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Continued from the Cover

Babbage's and EB Shift PS2 Pre-Order Focus

pre-orders should not be delayed." However, she also said that if for some reason Babbage's did fall short, online customers would be notified either by phone or e-mail. This idea was reaffirmed by the Electronics Boutique customer service representative who was "pretty confident" all pre-orders done through the website would still ship on October 26.

With each company's website still bringing in massive amounts of pre-orders, their stores around the country are already working on the next batch of pre-orders. An employee of a Babbage's store told *GameWEEK* that it is already taking pre-orders for after Christmas. He stated that his store was only promised approximately 60 units for the October 26 launch, while the next 60 pre-orders are not guaranteed a unit on that day. Presently, this Babbage's store has close to 100 pre-orders that fall under the "post-Christmas" SKU. Much like Babbage's, an Electronics Boutique employee indicated that his store is only taking names for the shipment after October 26. It looks like the retail stores are getting short-changed because the websites are still taking PS2 launch day pre-orders, while the stores are now limited to only taking post-Christmas pre-orders of the console.

EBWorld.com expects to fulfill all PS2 pre-orders for Oct. 26.

Liz O'Sullivan, director of marketing for Electronics Boutique, stated that while the company is very excited about the PS2, she could not comment on Electronics Boutique's marketing strategy. Steve Levy, president of EBWorld.com, stated that the "web business is a very small percentage of our overall business. The order volume on the web is much lower than the 600 stores. I believe the bulk of consumers who are interested in the PS2 for launch would prefer to pick it up themselves versus having it delivered." Yet, Levy could not comment on the allotment of units for the website compared to the stores.

Even though Michael Turner, head of Babbage's website, could not comment on the strategy of allocating more units for its online customers, he did point out one possible reason for this strategy. When a customer enters either a Babbage's or Electronics Boutique and pre-orders the PS2, all the customer has to do is place a ten-dollar deposit to guarantee him or her a unit. However, when customers place pre-orders on the website, they must give their credit card information, and as Turner stated, "it is a much bigger financial commitment." Quite possibly, the reasoning for this strategy is that these companies are more confident that their online customers will go through with the sale of the console since the unit is essentially already paid for. There is no guarantee that "Joe Smith," who pre-ordered his PS2 nine months ago with a small deposit before the release date, is going to come back to the store and spend another $290.

This marketing strategy could be the first step by these companies in encouraging consumers to buy products over the Internet. **GW**

The online store for Babbage's Etc., Gamestop.com, is limiting customers to only one PS2 pre-order per day.

Continued from the Cover

Microsoft Buys Bungie for First-Party Software Benefit

the San Jose, California, group that's currently finishing *Oni*, Bungie's action game, due out for PC, Mac and PS2 this fall.

The companies didn't reveal the terms of the acquisition, but *The Wall Street Journal* reported that analyst estimates put the number Microsoft paid for Bungie as being between $20 million and $40 million.

The purchase adds to Microsoft's Games Division, which has made, in Fries' words, "focused acquisitions" in the past to help it cover certain genres, such as last year's purchase of Access Software (for the *Links* golf series) and FASA Interactive (the developers behind the BattleTech universe and *MechWarrior* games).

"It's important to have a strong internal development group," Fries told *GameWEEK*. "Teaming with an innovative software developer is super exciting for us."

The addition of Bungie will help on the Xbox side of the Game Division, bringing to the software giant a developer that has stayed relatively small, but which has a reputation for being attentive to detail and dedicated to releasing quality games.

"We're excited about making an impact on how Xbox gets done, and to learn from Microsoft's expertise," Seropian said. Seropian stated that this isn't his first stint with Microsoft, and he laughed in reminiscence about when he interned at Microsoft while in college about 10 years ago.

Bungie's sci-fi action epic* Halo *will be available for Mac and Windows later this year.

As an interesting twist, Bungie only recently has delved outside of its Mac roots and supported Windows-based PCs. Founded in 1991, Bungie had some hits on the Mac side with such games as *Pathways into Darkness* and *Marathon*. Since then, Bungie has upped its output only slightly, but pursued simultaneous multiplatform titles, such as the late-1997 release of *Myth: The Fallen Lords* for PC and Mac.

In addition to *Oni*, Bungie has been working on *Halo*, an action game slated for Windows and Mac release later this year. Microsoft's announcement to buy Bungie stated that it "gains exclusive publishing and distribution rights to select Bungie-developed titles, including the highly anticipated sci-fi action epic *Halo*." Though Microsoft's Fries would only say that "it's too early to decide what will happen to [*Halo*]," speculation has it that the game may become an Xbox-only title.

In a separate announcement, Take-Two Interactive Software Inc. announced the acquisition of "all rights, title and interest to Bungie's *Myth* franchise as well as the forthcoming *Oni*," which is slated for release for PC, Macintosh and PlayStation 2 this fall. North American publishing duties for *Oni* on PC and Mac will be handled by Gathering of Developers, while Rockstar Games will cover the PS2 publishing. As part of the deal, Take-Two has also sold its 19.9% equity interest in Bungie to Microsoft. Terms for Take-Two's deals weren't made public.

Oni

In what can be considered a related deal, London-based Broadband Studios, Inc. announced the formation of a strategic alliance with Microsoft that will bring some of Microsoft's games to Broadband's online gaming service PowerPlay Network. PowerPlay uses what Broadband calls "Jive Platform" technology, a client/server online-game model that offers full support for cable, DSL (digital subscriber line), satellite and wireless high-speed connections. Broadband is a subsidiary of Take-Two. **GW**

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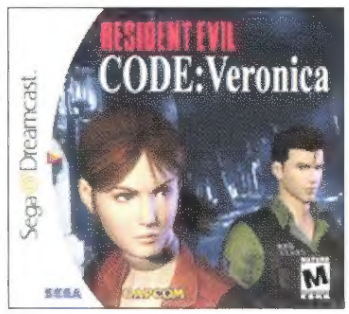
Code: Veronica Equals Code: Screwup for InterAct

Conversion to 32-bit mode creates headaches for the company

By Jim Loftus and Bryan Intihar

GameWEEK has uncovered a major problem with InterAct's GameShark CDX "game cheat" peripheral for the Sega Dreamcast, a device that just shipped to stores last week. As one of *GameWEEK*'s editors discovered, when a player uses the device in conjunction with playing *Resident Evil Code: Veronica*, the game freezes—specifically, when a crate is opened. As players of *Resident Evil* games know, crates are used as storage areas for weapons and items and are vital to progressing through the game. In other words, players hoping to use the codes included with the GameShark CDX to help them beat *Code: Veronica* are in for a disappointment.



There is a solution to the problem, however. *GameWEEK* contacted InterAct concerning the *Code: Veronica* code troubles. An InterAct representative stated that one of its product development team members had "forgotten to swap the values" when they "converted it to 32-bit mode." However, InterAct has provided *GameWEEK* with the correct codes for all of the crates. Each code must be added by hand and InterAct stated to "be sure to abbreviate the title, or mark them with some distinction, as the preloaded codes are on the CD and cannot be altered." In addition, all of the crate codes can be listed under one heading. These codes, as well as codes for all of the latest games, can be found at InterAct's official GameShark website. *GameWEEK* has provided the list of correct codes so that retailers can copy and distribute these to consumers who are interested in purchasing the GameShark CDX. This list should decrease the amount of returns of InterAct's latest product for the Sega Dreamcast. **GW**

R.E. Code: Veronica GameShark Codes for Retailers

Rocket Launcher Always In Crate	694BA516000103e7
Assault Rifle Always In Crate	AB139FC6000203E7
Sniper Rifle Always In Crate	FBD958D1000303E7
Shotgun Always In Crate	3431EA10000403E7
Grenade Launcher Always In Crate	80234357000603E7
Custom Handgun Always In Crate	BB46F4DA000A03E7
Linear Launcher Always In Crate	1D14D8C6000B03E7
Acid Rounds Always In Crate	45EAD19E001003E7
Flame Rounds Always In Crate	95F8C4A0001103E7
First Aid Spray Always In Crate	D5884D88001403E7
Ink Ribbons Always In Crate	3481EA10001F03E7
Magnum Always In Crate	699BA516002003E7
Gold Lugers Always In Crate	BB36F4DA002103E7
Submachine Gun Always In Crate	D6484D88002203E7
Gas Mask Always In Crate	3741EA1000270001
Alexander's Pierce Always In Crate	6A5BA516002B0001
Alexander's Jewel Always In Crate	B8F6F4DA002C0001
Alfred's Ring Always In Crate	F8C958D1002D0001
Alfred's Jewel Always In Crate	5ED7B900002E0001
Lockpick Always In Crate	8333435700320001
Glass Eye Always In Crate	D6384D8800330001
Piano Roll Always In Crate	1E04D8C600340001
Steering Wheel Always In Crate	6AEBA51600350001
Crane Key Always In Crate	96E8C4A000360001
Eagle Plate Always In Crate	E8D7D6C300380001
Side Pack Always In Crate	3791EA1000390001
Queen Ant Object Always In Crate	83834357003C0001
King Ant Object Always In Crate	B826F4DA003D0001
Biohazard Card Always In Crate	1E74D8C6003E0001
Detonator Always In Crate	29C7AD1200400001
Control Lever Always In Crate	70951D5500410001
Gold Dragonfly Always In Crate	A9739FC600420001
Silver Key Always In Crate	F9B958D100430001
Gold Key Always In Crate	470AD19E00440001
Army Proof Always In Crate	9718C4A000450001
Navy Proof Always In Crate	C89B29AF00460001
Air Force Proof Always In Crate	29B7AD1200470001
ID Card Always In Crate	5F07B90000490001
Airport Key Always In Crate	A9C39FC6004B0001
Emblem Card Always In Crate	D7E84D88004C0001
Skeleton Picture Always In Crate	36E1EA10004D0001
Music Box Plate Always In Crate	A99B9FC6004E0001
Album Always In Crate	C82B29AF00500001
Halberd Always In Crate	F96958D100510001
Extinguisher Always In Crate	5F77B90000520001
Padlock Key Always In Crate	404AD19E00540001
TG - 01 Always In Crate	9058C4A000550001
Valve Handle Always In Crate	CFDB29AF00570001
Octa Valve Handle Always In Crate	2EF7AD1200580001
Machine Room Key Always In Crate	6C3BA51600590001
Mining Room Key Always In Crate	BE96F4DA005A0001
Bar Code Sticker Always In Crate	EE07D6C3005B0001
Sterile Room Key Always In Crate	403AD19E005C0001
Door Knob Always In Crate	77051D55005D0001
Battery Pack Always In Crate	CF6B29AF005E0001
Hemostatic Always In Crate	FE2958D1005F0001
Turntable Key Always In Crate	5837B90000600001
Chem. Storage Key Always In Crate	9088C4A000610001
Clement a Always In Crate	EEB7D6C300620001
Clement E Always In Crate	2E27AD1200630001
Tank Object Always In Crate	77751D5500640001
Security Card Always In Crate	8453435700690001
Alexia's Choker Always In Crate	D1584D88006B0001
Alexia's Jewel Always In Crate	19A4D8C6006C0001
Queen Ant Relief Always In Crate	6D4BA516006D0001
King Ant Relief Always In Crate	AF139FC6006E0001
Red Jewel Always In Crate	FFD958D1006F0001
Blue Jewel Always In Crate	3031EA1000700001
Socket Always In Crate	8423435700710001
Square Valve Handle Always In Crate	BF46F4DA00720001
Serum Always In Crate	1914D8C600730001
Earthenware Vase Always In Crate	41EAD19E00740001
Paperweight Always In Crate	91F8C4A000750001
Silver Dragonfly Always In Crate	D1884D8800760001
Crystal Always In Crate	3081EA1000790001
Plant Pot Always In Crate	6D9BA516007E0001
M - 100P Always In Crate	BF36F4DA008E03E7

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On the Move — INDUSTRY PERSONNEL CHANGES

Golin/Harris International
Johner Riehl is the new senior account executive at Golin/Harris International. He will be working on the Nintendo account. Prior to joining Golin, Riehl worked for The Bohle Company, where he handled public relations duties for SNK and its now defunct Neo Geo Pocket Color handheld.

Interplay
Tim Allison has been named the first Interplay VP of international sales. The focus for the new role will be on strengthening the company's presence in Asian and Latin American markets.

Sega of America
Sega of America announced the appointment of Gwendolyn Marker as communications manager of consumer public relations and Richard Briggs as a product manager. Marker will be responsible for media relations for consumer press, in-house communications and special events, while Briggs will be in charge of managing the marketing efforts of first-party games.

Logitech
Ted Hoff has accepted the position of VP, Interactive Gaming at Logitech. Hoff will report directly to Guerrino deLuca, company president and CEO.

Bender/Helper Impact
After two years as PR manager, Tammy Schachter has left Ubi Soft to become senior account executive at Bender/Helper Impact in Los Angeles. As such, Schachter will handle corporate and product public relations duties for Konami of America.

Website Offers a FirstLook at Videogames

By Bryan Intihar

Previously, when consumers wanted to preview movies, music, or videogames, they had to go to a web site that was specifically designed for that sector of the entertainment industry. This is no longer true. Rand Bleimeister, founder, president and CEO of FirstLook.com, has created a website where consumers can preview movies, music and now videogames all in one location on the Internet.

About a year and half ago, Bleimeister was sitting down with Bill Gross from idealab! and the two were thinking of business opportunities where the worlds of the Internet and entertainment interesect. According to Bleimeister, who is the former senior vice president of sales and marketing at Virgin Interactive Entertainment, the goal was to "set up a real good digital marketplace that enabled consumers to sample the product before they bought it, and then connect consumers directly to some of the coolest websites on the Internet to either buy those products or learn more about them."

Besides being an ideal place for consumers to preview these various products, FirstLook.com is also beneficial to advertisers. At FirstLook.com, a publisher, e tailer or content site sponsors each product. So, in order to determine the order of the products on the website, FirstLook.com holds auctions where advertisers basically name their own price on how much they are willing to pay to sponsor a product. In addition, this advertising is much cheaper than other types found on the Internet. "Normally, when you run a banner on the Internet, every person who comes to your website by that banner costs between 50 cents to a dollar," said Bleimeister. "We are driving consumers to that company's website for a fraction of the cost. For $5,000, advertisers can get 50,000 people to its website, and as a bonus, the consumer can actually preview the product that this particular company might be selling."

Another interesting aspect of the web site is that it does not hide its advertising costs. Bleimeister likes to call FirstLook.com a "Transparent Digital Marketplace." "When you click on 'Show Advertiser Cost,' what you see is the actual cost to an advertiser of positioning the product on our charts. The higher the price per click, the higher the product appears on the chart. Again, the goal is to bring together buyers and sellers. The buyers are consumers; the sellers are e tailers and publishers, and we fully disclose how much our advertisers pay."

About a month ago, the company decided to add a videogame section to its website, and Bleimeister states that so far it has been very successful. In the first week of the videogame section being added to the site, FirstLook.com received three times more previews for games than it did for movies and music. When asked why he added a videogame section, Bleimeister said that many of FirstLook's existing customers already played games, and that many of its e tailers already sold games. He referred to the addition as being "profitable for everybody." In the future, the company hopes to add editorial reviews, screenshots and interviews with game developers to the videogame section.

This is just the beginning for FirstLook.com. Bleimeister would like to add many more functionalities to the web site to make it a more "interactive" experience, and is looking to create international versions of FirstLook.com. **GW**

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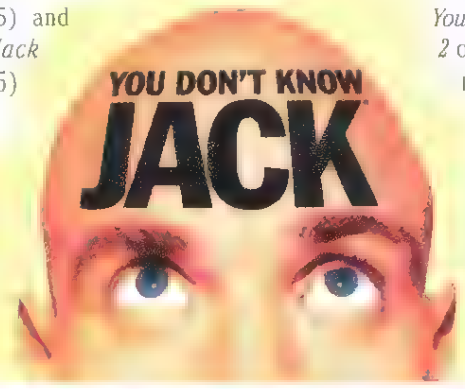
MULTIMEDIA NEWS

The Latest in Children's and Family Friendly Software

by Karen Jones

More You Don't Know Jack

As far as best selling brands of CD-ROM titles go, Sierra Attractions' *You Don't Know Jack* series is a solid winner, with 2.3 million units sold since 1998. As the quintessential pop culture trivia game for interactive infomaniacs, the Jack brand can be found on multiple platforms and will soon be available for multiplayer online fun. Sierra has announced plans to add two new titles to the family with *You Don't Know Jack 5th Dementia* (PC $29.95) and *You Don't Know Jack Mock 2* (PS $29.95) coming this fall.

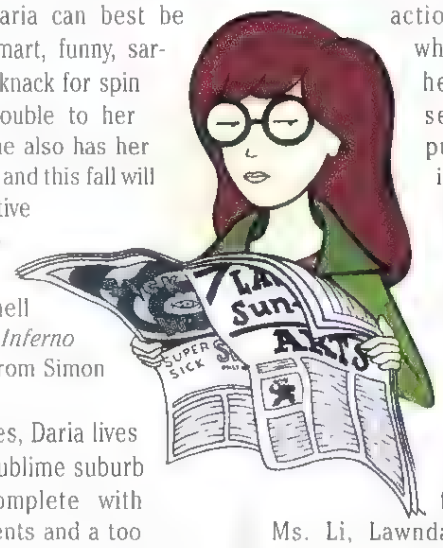


You Don't Know Jack 5th Dementia features 550 new "pop culture and high culture" questions, and introduces online multiplayer competition to the brand. Users can now compete against thousands of trivia fans online or stick to the basics of the ultimate home PC party game. "We are always looking to incorporate feedback to make the *Jack* experience better," according to John Friederich, senior brand manager for Sierra. He adds, "With online play, we've opened doors to new customers and millions of people to meet and experience *Jack* like never before."

You Don't Know Jack Mock 2 offers a new, 3D environment for PS gamers and includes 750 questions and 50 show episodes. There's a multiplayer option for up to three players using multi-tap or shared game controllers. **GW**

"Daria's Inferno" from Simon & Schuster and MTV

Fans of the doltish duo of rude and crude, Beavis and Butt Head, need no introduction to Daria Morgendorffer. As the boys' only female friend, Daria can best be described as a smart, funny, sardonic teen with a knack for spinning would be trouble to her own advantage. She also has her own hit MTV show, and this fall will be hosting interactive fans in a wild ride through the ultimate teenage hell called *Daria's Inferno* (PC/Mac $19.95) from Simon & Schuster.

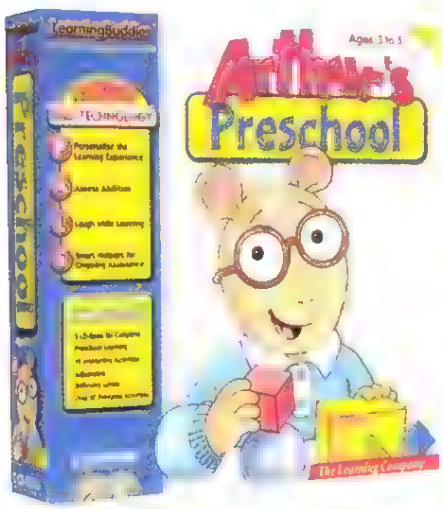


As the story goes, Daria lives in the less than sublime suburb of Lawndale, complete with stressed out parents and a too cute younger sister. She is regarded as something of an oddity by fellow high school students. One day, while falling asleep in history class, she finds herself trapped in her own personalized version of eternal damnation—eternal detention. Throughout the course of the game, she must use her wit and wits to wake up from this mother of all nightmares.

Inferno is a third person action/adventure game where players must help Daria solve a series of challenging puzzles while navigating five spooky game levels. Just to make matters worse, there are at least 20 locations where users could get stuck "for all of eternity." During the journey, players will meet all the characters from the series, including Ms. Li, Lawndale High's tough gal principal, ego laden football players and fashion victims. Unlike some interactive adaptations of existing media, *Daria's Inferno* is also written and performed by the cast of the television series. **GW**

Mattel Interactive Releases Two New Early Learning Titles

As PC software continues to appeal to a wide range of demographics, it's no surprise that this year will feature more titles geared toward preschoolers and toddlers. Mattel Interactive has just released *Little Bear Toddler Discovery Adventures* (PC/Mac $29.99) and *Arthur's Preschool* (PC/Mac $29.99).

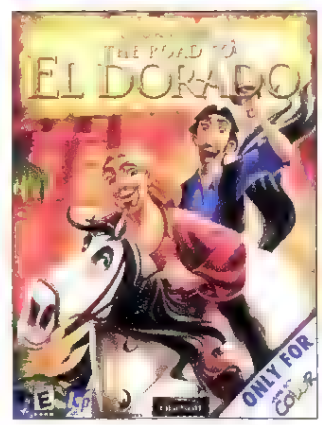


Little Bear Toddler is the latest CD-ROM based on the classic children's book series, which has also generated a hit Nickelodeon television show. It features seven activities designed to help toddlers ages 18 months to three years develop early learning skills in language, math, thinking, vocabulary, memory, problem solving and creativity. *Little Bear* also includes exploratory gameplay, "clickless" activities where younger children tap the keyboard and a personalization program allowing parents to include a child's name, favorite colors and *Little Bear* characters.

Arthur's Preschool is based on another children's book and television favorite, Arthur the Aardvark. Packed with a full year of preschool skills, this new title includes nine learning games with multiple skill levels and 60 creative activities. Also present is an "auto tracker" that monitors the user's progress to adjust the gameplay accordingly, numerous printable activities and certificates, favorite preschool songs and 'smart help' from Arthur himself. **GW**

Ubi Soft's Road to El Dorado

These days, you can pretty much guarantee that any animated feature film will generate its share of interactive adaptations, and this year's *The Road to El Dorado* from DreamWorks is no exception. That said, Ubi Soft Entertainment is releasing *Gold and Glory: The Road to El Dorado* for PC-CD-ROM, Sega Dreamcast and PlayStation with a Game Boy Color version in development.



For the PC, Dreamcast and PlayStation action/adventure versions, players will assume the roles of Julio and Miguel, the two affable con men from the film. From there, they begin a journey to their native Spain, trusty treasure map in hand, in search of the fabled El Dorado, city of gold. Along the way, they must defeat 30 adversaries, including soldiers, sailors, piranhas and jaguars, through 20 levels of epic action.

A different storytelling technique from the movie has been developed for the interactive version. The narrative is now told in retrospect and features animated sequences from the film. This way, the two con artist comrades are free to exaggerate their exploits and make room for more interactive mayhem. **GW**

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ACCESSORY MARKET

The Retailers Guide to Game-Related Peripherals

Sponsored by: nYko™ JOYTECH USA

by Ben Rinaldi

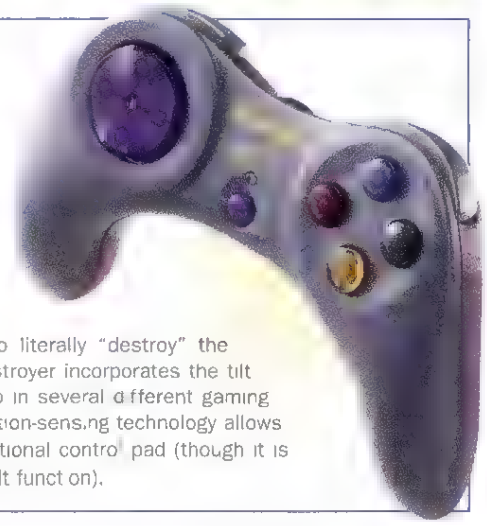
bleempad

Manufacturer: bleem!
Contact: 323.822.0932
www.bleem.com
System(s): Dreamcast
MSRP: $19.99
Availability: August

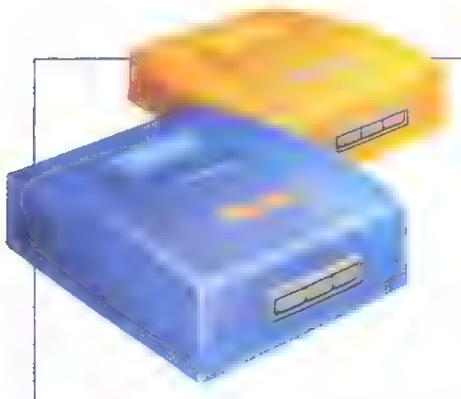
When bleem! announced its PlayStation emulator for Dreamcast (bleemcast), it must have realized that without the proper controller, playing PS games on Dreamcast just wouldn't be very much fun. Enter the bleempad – a PS-style dual analog controller that looks like a cross between a Japanese Saturn pad and Sony's own Dual Shock. Not only does this controller allow gamers to feel at home with the hundreds of bleemcast games, but it will supposedly work with current and future DC games too (good news for those that don't care for the standard DC gamepad).

Destroyer Tilt

Manufacturer: Gravis
Contact: 800.235.6708
www.gravis.com
System(s): PC • **MSRP:** $29.99
Availability: Now



Gravis showed us the Destroyer Tilt controller at the recent E3 and from the short, hands-on play-test, this pad appears set to literally "destroy" the competition. A USB device, the 6-button Destroyer incorporates the tilt control technology that has been popping up in several different gaming formats over the last several months. Its motion-sensing technology allows players to essentially do away with the directional control pad (though it is still on there, with an option to disable the tilt function).



bleempod Adapter

Manufacturer: bleem!
Contact: 323.822.0932 • www.bleem.com
System(s): Dreamcast • **MSRP:** $19.99
Availability: July

The bleempod adapter allows any PlayStation-compatible controller to work with Dreamcast. This should come as good news to all those consumers planning to purchase "bleemcast"—a PlayStation emulator for Dreamcast. Bleempod also features a VML port for game saves and a unique adapter that allows for easy file transfers between PS memory cards and DC VMUs via the pod's controller port. Look for this inventive little product to hit store shelves around the same time as the first installment of "bleemcast."

H3D Terminator

Manufacturer: i-O Display Systems
Contact: 650.323.8404 • www.i-glasses.com
System(s): PC • **MSRP:** $79.99
Availability: Now

"Imagine yourself in a vast holographic 3D cyber world. H3D Terminator stereoscopic 3D gaming glasses can take you there." That's the promise of these funky glasses, and for the most part, they deliver. Terminator utilizes technology that produces two different images while viewing a game: one image for the left eye and a slightly different image for the right eye. This, in turn, tricks the brain into seeing images with true depth perception. We tested it with *Colin McRae Rally* and *Half-Life* and the results were interesting. The in-car viewpoint for *C.M. Rally* was particularly impressive; it almost felt like you could reach out and touch the steering wheel!

Cruiser 3D Internet Viewer

Manufacturer: i-O Display Systems
Contact: 650.323.8404
www.i-glasses.com
System(s): PC • **MSRP:** $49.99
Availability: Now

In concept, the Cruiser 3D glasses are a novel idea: allow Internet surfers to view images and movies in holographic 3D. This would be great if the majority of websites were 3D equipped. Unfortunately, there are only a handful of websites that take advantage of this technology (www.3dmetro.com, www.3d.com and www.ddd.com). While the glasses really deliver in the 3D department (downloadable movies from the aforementioned websites were impressive), the novelty wore off quick.

Universal Rocker Pad

Manufacturer: Naki International
Contact: 818.252.0722
www.nakiusa.com
System(s): PlayStation, PS2 and N64
MSRP: Not Available
Availability: Now

Naki claims that its new "Universal" line of accessories offers consumers "exceptional values when compared to purchasing separate products." At the head of that class is the Universal Rocker Pad, which looks like a PlayStation Dual Shock. It works with PlayStation 1 and PlayStation 2, but is also compatible with Nintendo 64. We're not sure how this will work, considering that most N64 games are programmed specifically for the N64 controller (which has nine buttons compared to PS's eight). If Naki can pull it off and make the controller work equally well for all three consoles, then this should be one hot-selling peripheral.

GameWEEK Accessory Market is an overview of game peripherals for the home videogame and PC market. Accessory Market is meant to provide current information regarding the product and its potential at the time of its release. It also represents the status of the product's current marketability. Accessory Market is by no means final judgment on a product and should not be solely used by retailers to base buying decisions on.

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GameWEEK RATING SYSTEM

A One of the best selling products for the [illegible] word of mouth complement excellent [illegible] design A "must have" product

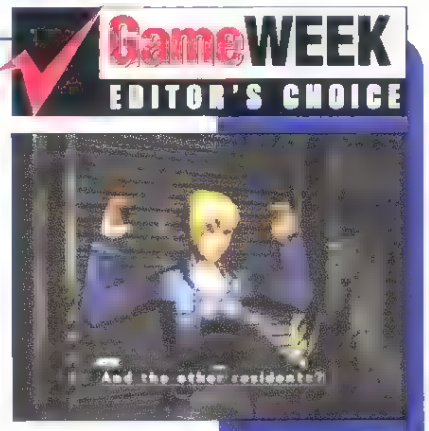
B Great product but [illegible] bring in the mass [illegible] the extent of an "A" title

C [illegible] product that will sell average [illegible] of sales yet not worthy of [illegible] a solid seller particularly in [illegible] categories

D Either [illegible] supported in terms of [illegible] severely lacking in [illegible] both This product would have benefited from further development

F Never should have been considered, much less released A thoroughly unimpressive product that will sell only at a drastically reduced price

feature



Parasite Eve 2

PS | GW B+ RATING | MATURE M ESRB

Publisher Square EA
Developer SquareSoft
Available September 12
Genre Action/RPG
No. of Players 1
MSRP $39.95
Contact Info www.squaresoft.com 714 438 1708

Rundown For any competitor, it's a most impossible to match the scope and vision of SquareSoft when it comes to the RPG category One game that exhibited the company's darker side was *Parasite Eve* released for the PlayStation in 1998 Even with its horror based plot and action RPG elements, the public wasn't quite ready for a "cinematic RPG." Plagued with awkward gameplay mechanics and an extremely short life span (many players were able to finish it in a day, *Parasite Eve* failed to deliver on what could have been a great game

Thankfully, with *Parasite Eve 2* SquareSoft has examined its shortcomings with its predecessor and has delivered a game that's filled with action, suspense, horror and fantastic gameplay Players once again assume the role of Aya Brea, the heroine from the original game With the recent outbreak of mutant species in the U.S. Aya has relocated to Los Angeles to work with the FBI's Mitochondrion Investigation & Suppression Team (MIST) Aya is soon faced with new monsters unlike anything she has seen before Players must race against time to figure out where these creatures have come from before the infestation spreads throughout the nation Aya soon uncovers a conspiracy to replace the human race with these new mitochondrion creatures

Key features of *Parasite Eve 2* include a new non-turn based real time battle system that allows for more realistic fighting, unlike typical RPGs where players have to wait between turns In addition to new weapons in the game including a combat shotgun, a grenade launcher and an assault rifle Aya now has parasite powers that allow her to harness elemental energy to perform various spells Aya can direct various energies against enemies to strike them down and can even heal herself Combined with Square's signature visuals and presentation *Parasite Eve 2* should do considerably better than the first game

BOTTOM LINE

We've seen the massive influx of RPGs on the PlayStation throughout the second Quarter. Parasite Eve 2 is coming out at the right time at the start of Q3. The only real competition will be Final Fantasy IX.
–Tom Ham

Hype & Marketing *Parasite Eve 2* is backed by print ads in gaming magazines such as *EGM*, *GamePro*, *NextGen*, and *PSM*—as well as the sci-fi magazines *Realms of Fantasy* and *Sci-Fi Entertainment* Ads in *Stuff*, a popular men's lifestyle magazine, will assist in reaching both hard core and casual gamers TV commercials will run on selected cable networks (TBD) around the time of launch Online ads will be placed on various sites, including gaming entertainment/sci-fi teen/college targeted portals In store POP/running videos will be placed at most retailers. Pre sell campaign TBD Possible national radio promotion as well as game related merchandise

Sales Pitch *Parasite Eve 2* is loads better than the first game improved visuals, more gore and definitely more action based this time around

Competition When the first *Parasite Eve* came out, it was truly an original There wasn't a game out there that was really quite like it. Since then more and more cinematic and action type RPGs have come out Hit titles like *Vagrant Story*—another action RPG from Square—have shown that consumers are more into the action than traditional RPG gameplay Shifting of gameplay philosophies was a smart move by the developer and that's what's going to set *Parasite Eve 2* apart from the competition

High Impact Paintball

PC | TEEN T ESRB | GW B+ RATING

Publisher WizardWorks/Infogrames
Developer Sunstorm Interactive
Available Summer 2000
Genre First-Person Shooter
No. of Players 1-8
MSRP $19.95
Contact Info www.wizardworks.com 1 800 229 2714

Rundown Simulating the popular sport of paintball, WizardWorks' new action title re-creates the most popular styles of play including free-for-all and capture the-flag The title features realistically rendered fields and allows players to choose from an assortment of gear including guns barrels and scopes The action can be as intense as the more violent shooters but without the extreme blood and gore.

Hype & Marketing In addition to most computer gaming publications WizardWorks is planning ads in vertical outlets like paintball magazines and websites

Sales Pitch "This game has both single and multiplayer options with the same level of action as the current crop of first-person shooters but with radically less violence.

Competition There are dozens of first person shooters that the hard core action crowd is already playing, but nothing currently dedicated to paintball (meaning this title has the shooting range all to itself)

BOTTOM LINE

While it may not have the same appeal as Deer Hunter, considering the budget price and the teen rating, this could end up being the shooter that families play together.
–Peter Suciu

ESPN MLS GameNight

PS | EVERYONE E ESRB | GW B+ RATING

Publisher Konami
Developer KCEO
Available Summer 2000
Genre Sports
No. of Players 1-4
MSRP $49.95
Contact Info www.konami.com 650 654 5600

Rundown The creators of the acclaimed *International Superstar Soccer* have unveiled their latest game, *ESPN MLS GameNight*, the first soccer game to feature 12 MLS teams complete with updated rosters MLS rules and playoff system and 53 international teams In addition the game has play by play commentary from ESPN's own Bob Ley Although not as pretty as FIFA on the PlayStation 2 *ESPN MLS GameNight* still manages to hold its own

Hype & Marketing Extensive two month print campaign in August & September enthusiast magazines Videogame footage featured in actual ESPN MLS game broadcasts and studio shows. Consumer promotion with Upper Deck including details to follow One Upper Deck MLS trading card in every *MLS GameNight* PS package, and boxes of MLS trading cards to be mailed to store managers of select retailers

Sales Pitch "It ain't *FIFA*, but it holds its own as a decent soccer game MLS fans should definitely give it a shot"

Competition *FIFA 2001* from EA Sports

BOTTOM LINE

With MLS Soccer growing in popularity by the hour, ESPN MLS GameNight couldn't have come out at a better time.
–Tom Ham

Power Stone 2

DC | TEEN T ESRB | GW B RATING

Publisher Capcom
Developer Capcom
Available Fall 2000
Genre Fighting
No. of Players 1-4
MSRP $39.95
Contact Info www.capcom.com 408 774.0500
Other VMU Recommended

Rundown Capcom follows up *Power Stone* with a sequel that contains four new characters, multi-level arenas and a plethora of weapons While *Power Stone* was praised for its innovative gameplay and sharp animation, *Power Stone 2* might leave fans disappointed. Up to four players can now go at it at once on one screen, but at times each environment has so much happening that it becomes chaotic In addition to distant camera angles, its pastel color palette makes the characters blend into the backgrounds, and that can lead to player disorientation It would've been nice to see an Online Multiplayer Mode

Hype & Marketing Print ads in all major consumer publications and POS support, such as enlarged boxes standees and window stickers

Sales Pitch "Buy this title if you like games with crazy battles numerous weapons and tons of multiplayer action

Competition The Power Stone series is so unique to the fighting genre that most of the competition will be from games that release alongside it such as *Half-Life*, *Quake III Arena* and *NFL 2K1*

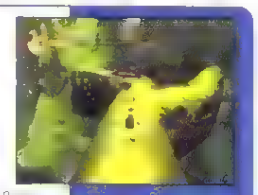
BOTTOM LINE

Power Stone 2 is a mixed bag; some will love it, some will hate it. However, it's being released during Sega's online gaming launch, which may attract more consumer dollars.
–Bryan Intihar

Rundown *What features does the product have to offer the consumer/end user?*
Hype & Marketing *How will the product be supported prior to and during its life on the shelf?*
Sales Pitch *What do you say to consumers to pique their interest in the product?*
Competition *Are there similar products fighting for the consumer's attention?*
Bottom Line *In the end, it all boils down to one thing: will the product sell?*

Rayman 2: The Great Escape

Publisher Ubi Soft
Developer Ubi Soft
Available September 2000
Genre 3D Action Platformer
No. of Players 1
MSRP $29.95
Contact Info
www.ubisoft.com
41[illegible]



Rundown It's official [illegible] Never After having [illegible] similar to [illegible] filled with outlandish characters. *Rayman 2* for DC and N64 offered some of the [illegible]

Hype & Marketing Expe[illegible] advertising in most videogame cons[illegible] not to mention [illegible]

Sales Pitch If you haven't already played the DC and N64 versions, [illegible]

Competition [illegible] PS[illegible] Overall [illegible] Sonic Shuffle, the Dragon[illegible]

BOTTOM LINE
Despite its shortcomings, Rayman 2 has enough going for it (slightly redesigned levels, an attractive price and an established brand name), to make it a solid sales performer. –Ron Nimali

GW B- RATING

GameShark CDX

Publisher InterAct
Developer InterAct
Available Now
MSRP $49.9[illegible]
Contact Info
www.[illegible]
41[illegible]238 2424

Rundown The [illegible] CDX memory device. The bad bonus for import [illegible] is as a mod chip allowing [illegible]

Hype & Marketing [illegible] several weeks

Sales Pitch [illegible] to cheat and play import Dreamcast games. It's definitely worth the price!

Competition None whatsoever

BOTTOM LINE
The GameShark CDX for Dreamcast is a great product that unfortunately ended up severely flawed for Resident Evil Code: Veronica players. –Jim Loftus

GW B RATING

Wacky Races

Publisher Infogrames
Developer Velez & Dubail
Available Now
Genre Racing
No. of Players 1
MSRP $29.95
Contact Info
www.infogrames.com
408 985 1700

Rundown *Wacky Races* features characters from the classic [illegible] Barbara [illegible] cartoon series of the late sixties. Players begin with four racers to choose from, including Penelope Pitstop and the Ant Hill Mob, and [illegible] racers such as Dick Dastardly with Muttley (she-[illegible] [illegible] power-ups such as turbo boosts and rockets for [illegible] competition. The only downfall is the absence of a Multiplayer Mode. In the end, *Wacky Races* has many similarities to the *Mario Kart* series. Yes, that's good.

Hype & Marketing [illegible] such as *EGM* and *GamePro*. *Wacky Races* is also featured on the Infogrames website.

Sales Pitch "Perfect for *Mario Kart* fans who want something similar to play on their portable system."

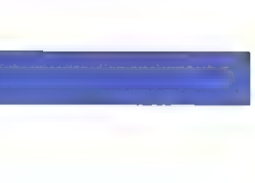
Competition [illegible] *Mickey's Racing Adventure*

BOTTOM LINE
This is one of the stronger racing titles for the Game Boy Color. Link cable capabilities could have really boosted the game's rating as well as its sales. –Bryan Intihar

GW B RATING

Wacky Races

Publisher Infogrames
Developer Infogrames Sheffield House
Available Summer 2000
Genre Racing
No. of Players 1-4
MSRP $39.95
Contact Info
www.us.infogrames.com
408 985 1700



Rundown [illegible] Dreamcast owners [illegible] of options [illegible] noisy . . . these were just a few of the complaints peeled off by several *GameWEEK* editors as we thoroughly play-tested this game. Not only are the visuals hampered by a [illegible] pressed. Enemy AI is somewhat weak, too (the racers tend to cluster together [illegible]

Hype & Marketing Single page [illegible] mags. Boomerang, a newly launched site [illegible] running the original animated episodes [illegible]

Sales Pitch [illegible]

Competition [illegible]

BOTTOM LINE
DC owners needed a game like this. Regardless of the fact that the license is dated, Wacky Races had the potential to be a great Mario Kart-type product. This falls short of the mark. –Jim Loftus

GW C+ RATING

Ecco the Dolphin: Defender of the Future

Publisher Sega
Developer Appaloosa
Available August 15
Genre Adventure
No. of Players 1
MSRP $49.95
Contact Info
www.sega.com
415 [illegible]381

Rundown Ocean [illegible] ture title [illegible] as *Defender of the Future*, consumers may be expecting loads of goofy, child-like gameplay. [illegible] the game is not really aimed at children. As a character Ecco may appear to [illegible] but the plot is insidious, based more on science fiction [illegible] Also, the controls are clumsy; one wrong move and [illegible] great game for any [illegible] emotionally [illegible]

Hype & Marketing [illegible] mass market [illegible]

Sales Pitch "A magnificent looking game. Drop-dead gorgeous.

Competition Other Dreamcast adventure games may interfere, but not much.

BOTTOM LINE
The plot, the graphics, the music, the gameplay... this is an amazing experience. With the exception of small children likely to have trouble with control, Ecco is a must-have for DC owners. –Jim Loftus

GW A RATING

The Ring: Terror's Realm

Publisher Infogrames
Developer Asmik
Available August
Genre Action Adventure
No. of Players 1
MSRP $39.95
Contact Info
www.us.infogrames.com
408 985 1700

Rundown The [illegible] and an all [illegible] characters [illegible] hanging [illegible] ment to [illegible] [illegible] [illegible]

GameWEEK Interview

Vivarium's

Yoot Saito

He's here to shock and confuse us. Saito's unique fish-man-thing was a huge hit in Japan, but will U.S. consumers "bite?" They just might.

By Jim Loftus

It became clear during the first five minutes of our initial encounter with Yoot Saito that perhaps no one game producer has been more outspoken or possessed with such a colorful sense of humor. The founder and president of Vivarium, Yoot Saito, a friend of Nintendo's very own Shigeru Miyamoto (Miyamoto reportedly voted *Seaman* as "best game of show" at E3 '99), is more recently known as the creator of *Seaman*, that nutty Dreamcast man fish-thing sim that took Japan by storm in 1999. The game is nearing its arrival in the U.S., but what will American consumers make of it? Read on....

***GameWEEK:** Here we are, yet another E3. How do you feel?*

Yoot Saito: Good. We are finalizing *Seaman* for America. Many people here have never been able to play it, even as an import game because it utilizes voice recognition.

***GW:** Seaman is like nothing else on the market. Can you describe it for us?*

YS: It's not really a game; it's more of a simulation. Seaman is like a friend, a pet. It is played using a microphone device that clips onto the Dreamcast controller. The player speaks to Seaman this way. It's not something to finish in one day; it's like growing a pet, so it is played over the course of many days for, say, ten minutes per day. Your TV is like a fish tank. When you start out, an egg hatches and a baby comes out and it speaks a kind of "Martian talk," or gibberish. Then, Seaman begins to grow.

***GW:** What exactly does Seaman do as a virtual pet?*

YS: You can tap on the glass to get his attention, take him out of his tank, and, of course, speak to him through the microphone that docks with a slot in the Dreamcast control pad. Seaman talks to you about many things. You tell him whether you're a male or female, whether you are married or single, what you do for a living, things like that, so he comments on those personal things. It's like having a pet in your room; he's always watching you. He might say, "I saw you making love with your girlfriend last night (laughs)!" I really wanted to confuse people.

***GW:** What do you mean, "confuse people?"*

YS: He's kind of psychic. Have you ever seen the movie *The Exorcist*? Although the priest did not tell anyone about the death of his mother, at one point in the movie, the possessed girl starts speaking to him about his mother's death. It confused the priest and scared him. Uh, that's basically the kind of thing I wanted to do with the game (everyone laughs).

***GW:** What's the ESRB rating for this title?*

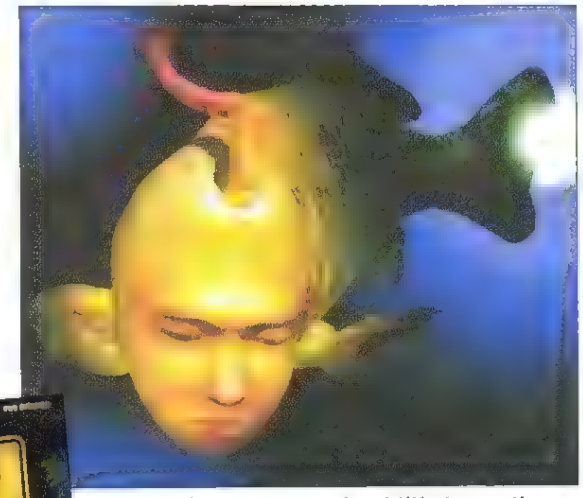
YS: I'm not sure, but it is not very graphic. All creatures mate. Seaman is not a real creature, of course, but I thought, "I don't give a shit... we should portray it as a real creature" and give it a sex organ. Finally, I changed my mind, and did it with the little dangley thing on top of his head (Ed. Note: since the time of this interview, the ESRB has given *Seaman* a "Teen" rating).

***GW:** Speaking of that, where did you come up with the name "Seaman?"*

YS: I originally named it after Sea Monkeys, but after I talked to my lawyer, we agreed that the word Seaman was "just a code name."

***GW:** Hmmm.... What difficulties did you face marketing the game in Japan?*

YS: The market for a title like this was not there, so we had to go out and create it. At the time, early 1999, we had no real competitors in the "virtual pet" category, except for Sony's AIBO, which was very expensive. In Japan, no one was interested in *Seaman* when it was first released. When I say "no one," I mean no one; distribution guys, shop owners, or consumers. They were just not interested. I knew my company had to do a lot of marketing and promotion in order to make *Seaman* appealing because it is a different sort of title and people didn't "get it" at first. *Seaman* was featured on several television programs, which helped a lot. Consumers eventually voted and the title has gone on to sell more than 500,000 copies; it's one of the top-selling Dreamcast games. In Japan, it is a system seller. In fact, many are calling *Seaman* a $250 title, since people are paying for a Dreamcast and a copy of the game just to play it.



***Seaman** is an unconventional title to say the least. Initially, no one in Japan was interested, so in order to sell the product, Saito resorted to some rather creative marketing tactics. To promote* Seaman, *Saito actually went on a media tour posing as "The Chairman of the Institute for Anthro-Bio Archaeology," claiming that Seaman really exists—a mythical, previously undiscovered creature. He even showed up with fossils and other "evidence" on morning talk shows.*

***GW:** How has the localization process been going?*

YS: We have spent a total of nine months on it. A lot of changes have taken place based on the differences between our two cultures. For instance, in Japan, we have a "What is your blood type?" thing, whereas in America, it's more like a "What is your [astrological] sign?" thing. We had to change so many things relating to sex, politics, slang and so forth. Also, Seaman's attitude is different. In the Japanese version, Seaman might say, "Hello. What is your name? Oh, okay," but for the U.S., he might say, "Hey, dude, wassap? What are you looking at?"

***GW:** Who's doing the voice work?*

YS: Leonard Nimoy was hired to do the beginning and ending narration for each day. No, he does not say, "Hi, my name's Mr. Spock!" (everyone laughs) Rather, he says, "Welcome. My name is Leonard and I'll be your guide today!" I actually thought of other voices for the narration, such as James Earl Jones and Patrick Stewart, but we chose Leonard. For Seaman himself, at one point, I

This deluxe "Seaman Edition" Dreamcast package was available in Japan last year. The see-through "skeleton" concept was popular.

actually wanted him to have a British accent. I thought it was strange that C3PO from *Star Wars* spoke 800,000 languages in the galaxy, yet he had a British accent (tremendous laughter from all)!

***GW:** Have any drastic changes taken place for the U.S. version?*

YS: That's a great question. In the Japanese version of the game, Seaman would say things like "You spent way too much time playing *Sonic Adventure* last night and didn't take care of me!" In other words, it would know which games you had in your Dreamcast and for how long. Unfortunately, due to privacy issues here in the States, that feature was taken out.

***GW:** Interesting.* Seaman *is shipping August 9 in North America. What's the marketing angle?*

YS: The challenge for Sega and Vivarium is "How do we create the market? How do we make it appealing to consumers?" The Sega guys don't really understand *Seaman*. *Space Channel 5*, *Ecco the Dolphin*... those are "conventional" titles. But *Seaman* is very "unconventional," so they don't put a lot of effort behind it. To me, the Sega marketing guys are muscle brains; they only focus on football, basketball and Sonic stuff. It is exciting to be fighting against the Sega decision-makers.

***GW:** I assume you are personally involved with the marketing efforts?*

YS: May I be honest? I was very mad at the Sega of America marketing people in the sense that they don't pay much attention to [the game]; they don't like it. The development of *Seaman* started on the PC a few years back in Berkley, California. Electronic Arts, or I should say Maxis, the *Sim City* people, really liked it but finally it turned out that at the time, PC power wasn't able to run the game properly. I gave up on that platform and met with Sega. So I decided to move Vivarium employees to Japan to be closer to Sega. Except for Irimajiri (president of Sega of Japan), who invited us to work on the Dreamcast hardware, no one at Sega thought much of *Seaman*. Some of the employees at Sega say that Irimajiri is a crazy guy. He saw something in my project and it paid off. By the way, I still have a good relationship with the EA people, but they aren't releasing Dreamcast titles

Welcome to The Bizarro World: Regardless of the fact that it's not really a "game," users who purchase Seaman *are in for some serious surprises. We witnessed Seaman grilling a married* GameWEEK *editor with "Hey... is your wife in the room? No? So listen... are you having an affair?"*

***GW:** What's that whole "Don't Panic! Seaman" thing about?*

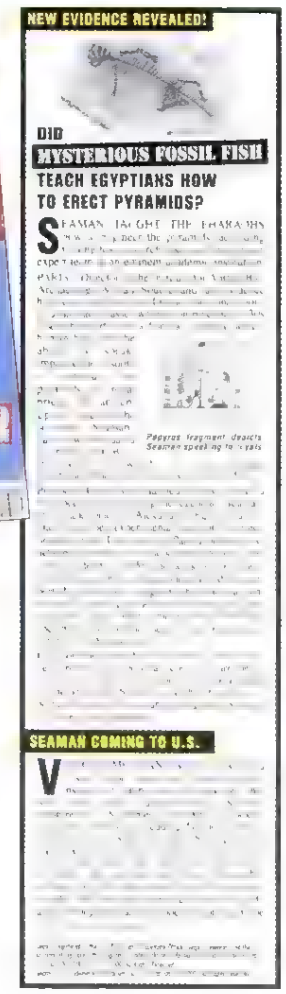
YS: It's like a road sign. I wanted to confuse, panic and shock people in their living rooms. Due to a trademark issue surrounding a board game, it was changed to "Caution! Seaman" for the U.S. version.

***GW:** What do you think of Sega's future?*

YS: I signed on as a member of the advisory board at Sega of Japan. From that point of view, I can see that Sega is going to have a hard time changing its direction. The game industry is now changing a lot. Even if you have ten times faster processing speed, such as the PlayStation 2, for example, that doesn't guarantee you a good game. CPU power and gaming is different. Take Chess, for instance. You don't need gorgeous graphics to play Chess; it's just a great game. Three dimensional graphics are nice, but people are getting bored, I think, with it. A new concept is very much sought after in Japan. A few companies have approached us and have told us they are looking for new dimensions in gameplay, new concepts. If a publisher can be flexible and take some chances, there are some diamonds in the rough.

***GW:** Is the microphone for* Seaman *the same type as the one used with* Hey You, Pikachu! *for the Nintendo 64?*

YS: Nintendo's microphone is not capable of voice recognition; it's only voice reactive. It can't respond to as many words. Seaman can recognize approximately 10,000 different words and phrases.



Above and Right: Two pieces of Seaman *marketing propaganda. A postcard sent to the media prior to* Seaman's *U.S. arrival and an "advertorial" that appeared in* The National Enquirer.

***GW:** You did a* Seaman *Christmas expansion disc in Japan, but are there any plans for a sequel? Can you take the concept further?*

YS: Yes. The next version, which will be coming in a year or two, will expand on the idea. When Seaman says something about a secret, I really want people to think, "How did he know that?!" SegaNet is great news and we are focusing on network capabilities. **GW**

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RELEASE SCHEDULE

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macintosh

Game	Manf./Publisher	Pre-Book Date	Release Date
4X4 Evolution	Gathering	7/00	10/00
Aliens vs. Predator	Fox Interact.	TBA	Q3
Anachronox	Ion Storm	TBA	Q4
Asteroids	GT Interactive	4/00	7/00
Black and White	Lionhead	TBA	Q4
Cartoon Combat	Creative Edge	TBA	Q3
Combat Mission: BO	Big Time Soft	TBA	Q3
Core Interlock	Destineer Soft	TBA	Q4
Deimos Rising	Ambrosia	TBA	Q3
Deus Ex	Ion Storm	4/00	7/00
Diablo II	Blizzard	TBA	Q3
Dragons Lair 3D	Blue Byte	TBA	Q4
Driver	GT Interactive	4/00	7/00
Eternal War	Past Treeline	TBA	Q2
Experience	The Xnoe Exp	TBA	Q4
F/A-18 Hornet: Gold	Graphic Sim.	TBA	Q2
Grimoire	Elysium Digita	TBA	Q3
Halo	Bungie Soft	TBA	Q4
Heart of Darkness	Infogrames	TBA	Q3
Heavy Metal FAKK2	Gathering	6/00	9/00
Heretic II	Logicware	TBA	Q3
Interstate '76	Logicware	TBA	Q3
Monopoly 2	GT Interactive	TBA	Q3
Myst M.E.	Mindscape	4/00	7/00
Oni	Bungie	TBA	Q3
Panty Raider	Sim & Shust	TBA	Q3
Peregrine	Enigma Soft	TBA	Q4
Pool of Radiance	Mindscape	TBA	Q4
Riddle of the Sphinx	DreamCatcher	6/00	9/00
Rune	Gathering	7/00	10/00
Scrabble	GT Interactive	4/00	7/00
Screamin Demons	Parsoft	TBA	Q4
Shadowbane	Wolfpack	TBA	Q3
Silver	Infogrames	TBA	Q2
Star Trek: DS9 Fallen	Sim & Shust.	6/00	9/00
The Little Prince	Tivola	3/00	6/00
The Sims	Aspyr	4/00	7/00
Warcraft II	Blizzard Ent	TBA	Q1

playstation

Game	Manf./Publisher	Pre-Book Date	Release Date
Action Bass	Take 2	4/00	7/00
Action Man	Hasbro	6/00	9/00
Alien Resurrection	Fox Int	5/00	8/00
Aladdin	SCEA	5/00	8/00
Animorphs	GT Software	5/00	8/00
Ball Breakers	Take 2	4/00	7/00
Batman Racing	Ubi Soft	7/00	10/00
Breakout	Hasbro	6/00	9/00
Bust A Groove 2	Enix	5/00	8/00
Carmgeddon 2	Interplay	5/00	8/00
Chrono Cross	Square EA	5/00	8/15
Crash Bash	SCEA	6/00	11/00
Danger Girl	THQ	5/00	8/00
DarkStone	Take 2	7/00	10/00
Dinosaur	Ubi Soft	4/0	0/0
Dragon Valor	Namco	7/00	10/00
Duke Nukem: POB	GT Software	4/00	7/00
Earthworm Jim	Interplay	6/00	9/00
ECW Anarchy Rulz	Acclaim	5/00	8/00
Flintstones Bowling	SouthPeak	7/00	10/00
Formula Racing	Take 2	5/00	8/00
Frogger	Hasbro	6/00	9/00
Gauntlet	Hasbro	6/00	9/00
Hogs of War	Infogrames	4/00	7/00
Inspector Gadget	Ubi Soft	8/00	11/00
Jeremy McGrath 2000	Acclaim	4/00	7/00
Jungle Book	Ubi Soft	7/00	10/00
King of Fighters 99	SNK	6/00	9/00
LEGO Rock Raiders	LEGO Media	5/00	8/00
Lunar 2 EB	Working Des	4/00	7/00
Madden NFL 2001	EA Sports	5/00	8/00
Major League Soc	Acclaim	5/00	8/00
Martian Gothic	Take 2	7/00	10/00
MTV Pro BMX	Activision	8/0	11/00
Micro Maniacs	Codemasters	6/00	9/00
Mike Tyson Boxing	Codemasters	6/00	9/00
Ms. Pacman M.M.	Namco	6/00	9/00
NASCAR Heat	Hasbro	7/00	10/00
NBA Shootout 2001	SCEA	5/00	10/00
NCAA Football 2001	EA Sports	4/00	7/00
NCAA GB 2001	SCEA	5/00	9/00
NFL Blitz 2001	Midway	6/00	9/00
NFL GameDay 2001	SCEA	5/00	8/00
NHL Faceoff 2001	SCEA	6/00	9/00
Panzer Gen. Assault	Mindscape	6/00	9/00
Parasite Eve 2	Square EA	5/00	9/12
PGA Golf Tee Golf	Infogrames	4/00	7/00
Polaris Snocross 2000	Vatica	6/00	9/00
Ray Crisis	Working Des.	5/00	8/00
Rayman 2	Ubi Soft	6/00	9/00
Re-Volt 2	Acclaim	5/00	8/00
Rollcage Stage 2	Midway	5/00	8/00
Saboteur	Eidos	3/00	6/01
Shadow Tom	THQ	5/00	8/00
Speedball 2100	Take 2	6/00	9/00
Spider Man	Activision	5/00	8/00
Star Trek: Invasion	Activision	5/00	8/00
Surf Riders	Ubi Soft	4/00	7/00
Sydney 2000	Eidos	5/00	8/00
Tenchu 2	Activision	5/00	8/00
Threads of Fate	Square EA	4/00	7/00
Tony Hawk 2	Activision	6/00	9/00
Vampire Hunter	Jaleco	7/00	10/00
Vanishing Point	Acclaim	5/00	8/00
Wacky Races	Infogrames	5/00	8/00
Winnie the Pooh/Tig	Mattel	5/00	8/00
Worms Pinball	Infogrames	7/00	10/00
WTC World Racing	Activision	5/00	8/00
X-Men: Mutant Acad	Activision	4/00	7/00

PC pc gaming

Game	Manf./Publisher	Pre-Book Date	Release Date
Age of Emp. II: Con	Microsoft	5/00	8/00
Age of Sail	Talon Soft	7/00	10/00
Alone in the Dark 4	Infogrames	TBA	Q4
Anachronox	Eidos	7/00	10/00
Arcanum	Sierra	6/00	9/1
Arcatera	Ubi Soft	5/00	8/00
B-17 Flying Fortress	Hasbro	6/00	9/00
Baldurs Gate II	Interplay	6/00	9/00
Battle Cruiser 3K	Reactorm	4/00	7/00
Batman Racing	Ubi Soft	6/00	9/00
Black & White	Electronic Arts	8/00	11/00
Blair Witch 1	Gathering	6/00	9/00
Blair Witch 2	Gathering	7/00	10/00
Blair Witch 3	Gathering	7/00	10/00
Cleopatra	Sierra	4/00	7/00
Commanche 4	Nova Logic	5/00	8/00
Conquest F/A	MS	8/00	11/00
C&C: Red Alert 2	Electronic Arts	8/00	11/00
Crimson Skies	Microsoft	6/00	9/00
Dark Reign 2	Activision	4/00	7/00
Dogs of War	Talon Soft	4/00	7/00
Dragon Rider	Ubi Soft	5/00	8/00
Dragons Lair 3D	Blue Byte	TBA	Q4
Dues Ex	Eidos	4/00	7/00
Duke Nukem Forever	GT Interactive	TBA	Q2/01
Dukes of Hazzard	Southpeak	7/00	10/00
Dungeon Seige	Microsoft	5/01	8/01
Empire Earth	Sierra	TBA	Q2/2001
Evil Dead	THQ	7/00	10/00
Felony Pursuit	THQ	4/00	7/00
Freedom: First Res.	Redstorm	8/00	11/00
Fur Fighters	Acclaim	5/00	8/00
Gangsters	Talonsoft	8/00	11/00
Giants	Interplay	7/00	10/00
Grand Prix 3	Microprose	5/00	8/00
Half Life: Hostile Tak	Sierra	5/00	8/00
Halo	Bungie	10/00	1/01
Heavy Metal FAKK2	Gathering	5/00	8/00
Heist	Interplay	8/00	11/00
H&D 2	Talon Soft	8/00	11/00
Hired Teams Trial	Thought Guild	TBA	Q4
Hitman: Co. 47	Eidos	7/00	10/00
Homeworld Cat	Sierra	5/00	8/00
Hostile Waters	Interplay	7/00	10/00
HRA Drag Racing	Bethesda	5/00	8/00
Indy Rac. Lea 2000	GT Software	4/00	7/00
Insane	Codemasters	6/00	9/00
Jumbo Jack	Sierra	TBA	Q4
Kingdom Under Fire	Gathering	7/00	10/00
KISS: Psycho Circus	Gathering	4/00	7/00
Lego of Bridemast	Ripcord	7/00	10/00
Lego of M & M	3DO	7/00	10.00
Links 2001	Microsoft	8/00	11/00
Longbow 3	Empire Int.	4/00	7/00
Mafia	Talon Soft	8/00	11/00
Max Payne	Gathering	1/01	3/01
Mech Commander 2	Microsoft	1/01	3/01
MechWarrior 4	Microsoft	8/00	11/00
Meta. Fatigue	Psygnosis	4/00	7/00
Metal Gear Solid	Microsoft	6/00	9/00
Midtown Madness 2	Microsoft	7/00	10/00
MS Golf 2001	Microsoft	6/00	9/00
NASCAR Heat	Microprose	5/00	8/00
NASCAR Racing 4	Sierra	8/00	11/00
Oni	Bungie	6/00	9/00
Pod Racing 2	Ubi Soft	6/00	9/00
PoR: Ruins of Myth	Mindscape	8/00	11/00
Quake III Miss. Pk.	Activision	4/00	7/00
Rainbow Six: C.O.E.	RedStorm	4/00	7/00
Reach for the Stars	Mindscape	5/00	8/00
Relic Hunter	Octagon	TBA	Q4
Riddle of the Sphinx	Dreamcatcher	6/00	9/15
Rune	Gathering	7/00	10/00
Sacrifice	Interplay	6/00	9/00
Sanity	Fox Interactive	5/00	8/00
Second Genesis	Epic Games	TBA	Q3
Shadow Company 2	Ubi Soft	TBA	Q3
Silent Hunter 2	Mindscape	9/00	12/00
Skip Barber Racing	Bethesda	6/00	9/00
Squad Leader	Microprose	10/00	1/01
Starship Troopers	Microprose	6/00	9/00
Star Trek DS9 Fallen	Sim. & Schust.	6/00	9/00
Star Trek Dominion Wars	Sim. & Schust.	7/00	10/00
Star Trek Elite Force	Activision	5/00	8/00
Star Trek New Worlds	Interplay	5/00	8/00
Star Wars Obi-Wan	LucasArts	8/00	11/00
Star Wars Online	LucasArts	TBA	TBA/01
Swat 3: BP/SE	Sierra	5/00	8/00
Sudden Strike	Eidos	4/00	7/00
Summoner	THQ	1/00	3/01
Suzuki 2000	Ubi Soft	3/00	6/00
Tank Platoon	Microprose	6/00	9/00
The Settlers IV	Blue Byte	TBA	Q4
Tiger W. 2000 Buick	EA	4/00	7/00
Time Machine	Dreamcatcher	5/00	8/00
Tribes 2	Sierra	7/00	10/00
WWF With Authority	THQ	6/00	9/00
Warcraft II	Blizzard	3/01	6/01
Warriors of M & M	3DO	8/00	11/00
Werewolf the Apoc.	ASC Games	8/00	11/00
X-Com Alliance	Microprose	8/00	11/00
Zeus	Sierra	8/00	11/1

game boy color

Game	Manuf./Publisher	Pre-Book Date	Release Date
Aladdin	Ubi Soft	5/00	8/00
Alice in Wonderland	Nintendo	9/00	12/00
Army Men 2	3DO	6/00	9/00
Austin Powers 2	Take 2	4/00	7/00
Barbie Fashion Pack	Mattel	4/00	7/00
Batman Racing	Ubi Soft	7/00	10/00
Blaster Master: EB	Sunsoft	5/00	8/00
Bowling	Vatical	5/00	8/00
Brunswick ProPool	Vatical	7/00	10/00
Bust A Move Mi	Acclaim	5/00	8/00
Cannon Fodder	Codemasters		
Carmage	Jaleco	4/00	
Champ. Motocross 2	THQ	4/00	7/00
Donkey Kong	Nintendo	6/00	9/00
Doug. Quailman	Infogrames	6/00	9/00
Dragon Dance	Crave	4/00	7/00
Dragon Tales	Mattel	6/00	9/00
Dragon Warr I II	Enix	5/00	8/00
F1 Champ. 99	Ubi Soft	6/00	9/00
Gauntlet Legends	Midway	5/00	8/00
Heroes of M&M	3DO	3/00	6/00
Hoyle Casino	Havas	6/00	9/00
J.N. Golf	Vatica	5/00	8/00
KISS. Psycho Circus	Take 2	4/00	7/00
LEGO Racers	LEGO Media	6/00	9/00
Lemmings Rev.	Take 2	4/00	7/00
Magical Drop	Electrosource	4/00	7/00
Mission Bravo	Mattel	6/00	9/00
Mr. Driller	Namco	5/00	8/00
MS Pinball Arcade	Electro Source	5/00	8/00
MTV: BMX	THQ	6/00	9/00
MTV: Skateboarding	THQ	5/00	8/00
NFL Blitz 2001	Midway	6/00	9/00
Pocket Racers	Interplay	4/00	7/00
Pokemon Attack	Nintendo	4/00	7/00
Pokémon Gold/Silver	Nintendo	7/00	10/17
Pro Pool	Codmasters	4/00	7/00
Puzzle Collection	Electrosource	4/00	7/00
Racin Ratz	Mattel	6/00	9/00
Rambler	Mattel	4/00	7/00
Ronaldo V-Soccer	Infogrames	4/00	7/00
Rugrats in Paris	THQ	7/00	10/00
R-Type 2049	Midway	3/00	9/00
Seadoo Hydro 2001	Vatical	5/00	8/00
Scooby Doo CC	THQ	6/00	9/00
Spider-Man	Activision	5/00	8/00
T Tex	Eidos	6/00	9/00
Test Drive Cycles	Infogrames	4/00	7/00
Titus the Fox	Interplay	4/00	7/00
Toca Tour Racing	Southpeak	5/00	8/00
Tom and Jerry	Mattel	6/00	9/00
Tony Hawk 2	Activision	8/00	11/00
Turok 3: Sh. of Ob.	Acclaim	5/00	8/00
VIP	Ubi Soft	8/00	11/00
VR Powerboat	Vatica	6/00	9/00
WWF No Mercy	THQ	9/00	12/00
Warlocked	Nintendo	4/00	7/24
X-Men Mutant Ac	Activision	4/00	7/00
Xena	Titus	7/00	10/00
Zelda Tri-Force	Nintendo	TBA	Q4

nintendo 64

Game	Manuf./Publisher	Pre-Book Date	Release Date
40 Winks	GT Soft.	5/00	8/00
Aidyn Chronicles	THQ	6/00	9/00
Air Boardin' USA	ASCII	4/00	7/00
Army Men Air Com	3DO	4/00	7/00
Army Men S.H. 2	3DO	6/00	9/00
Banjo Tooie	Nintendo	6/00	9/00
Beast Wars 64	Bam	3/00	6/00
Big Mountain 64	Southpeak	6/00	9/00
Blues Brothers 2000	Titus	8.00	11.00
Caesar's Palace 64	Crave	7/00	10/00
Carmageddon	Titus	4/00	7/00
Conker's B.F.D.	Nintendo	9.00	12.00
Cruis'n Exotica	Midway	7.00	10.00
Daikatana 64	Kemco	TBA	Q4
Die Hard 64	Fox Interact.	TBA	Q4
Dinosaur Planet	Rare	10.00	1.01
Donald Duck	Ubi Soft	8/00	11/00
Eternal Darkness	Nintendo	8/00	11/00
F-1 Champ. 99	Ubi Soft	6/00	9/00
Greatest Arcade Hits	Midway	8/00	11/00
Hercules	Titus	8.00	11.00
Hey You, Pikachu!	Nintendo	8/00	11/00
Int. Track & Field	Konmai	6/00	9/00
L.T. Duck Dodgers	Infogrames	6/00	9/00
L.T. Taz Express	Infogrames	6/00	9/00
Mario Artist	Nintendo	TBA	Q4
Mario Tennis	Nintendo	5.00	8.00
Mega Man 64	Capcom	TBA	Q4
Mickey Speedway USA	Nintendo	10/00	1/01
Mia Hamm Soccer	Southpeak	5/00	8/00
Mini Racers	Nintendo	TBA	Q3
Ms. PacMan M.M.	Namco	8/00	11/00
NFL Blitz 2001	Midway	6/00	9/00
NFL QBC. 2001	Acclaim	5/00	8/00
Nightmare Cr. 2	Activision	TBA	Q3
Ogre Battle 64	Atlus	6/00	9/00
Paper Mario Story	Nintendo	9/00	12/00
Pokemon Puzz. Lg.	Nintendo	6/00	9/00
Polaris SnoCross 2001	Vatical	5.00	8/00
Power Rangers L.R.	THQ	6/00	9/00
Ready 2Rumble B. 2	Midway	8.00	11.00
Resident Ev. Zero	Capcom	TBA	Q4
Rugrats in Paris	THQ	7/00	10/00
S.F. Rush 2049	Midway	6/00	9/00
Seadoo 2001	Vatica	5.00	8/00
Scooby Doo CC	THQ	7/00	10/00
Spider-Man	Activision	8/00	11/00
Stunt Racer	Midway	3/00	6/00
007 WINE	Electronic Arts	TBA	Q4
Tom & Jerry	Matte	6.00	9.00
Turok 3: S.o O.	Acclaim	5/00	8/00
VR Powerboat	Vatical	6/00	9/00
Wildwaters	Ubi Soft	TBA	Q3
Winnie the Pooh	Mattel	5/00	8/00
World Lg. Soccer	Southpeak	7.00	10.00
World Rally Champ	Southpeak	3.00	6.00
WWF No Mercy	THQ	8.00	11.00
X-Men. Mutant Ac.	Activision	5/00	8/00
Zelda M.o M.	Nintendo	8/00	11/00

dreamcast

Game	Manuf./Publisher	Pre-Book Date	Release Date
4X4 Evolution	Gathering	5/00	8/00
Arcatera	Ubi Soft	8/00	11/00
Armada II	Metro 3D	5.00	8.00
Baldur's Gate	Sega	TBA	Q4
B. Pro Surfer	Mattel	8.00	11/00
D2	Sega	5/00	8/00
Dark Angel	Metro 3D	6/00	9/00
Deep Fighter	Ubi Soft	4/00	7/00
Demolition Racer	Infogrames	4.00	7.00
Dinosaur	Ub Soft	8/00	11/00
Dogs of War	Take 2	7/00	10/00
Dragon Rider	Ubi Soft	8/00	11/00
ECW Anarchy R.	Acclaim	8.00	11.00
ESPN Baseball	Konam	5/00	8/00
ESPN NBA 2Night	Konam	8/00	11/00
Eternal Arcadia	Sega	8/00	11/00
Evil Dead	THQ	TBA	Q4
Evil Twin	Ubi Soft	8/00	11/00
F355 Challenge	Sega	6/00	9/00
Felony Pursuit	THQ	TBA	Q3
Flotgan Brothers	Sega	TBA	Q4
Gaoen	Interplay	TBA	Q4
GorkaMorka	Ripcord	8/00	11/00
Grandia 2	Sega	9/00	12/00
Grand Prix 4	Hasbro	7/00	10/00
Half-Life	Sega	6.00	9/00
Heay Metal FAKK 2	Gathering	7/00	10/00
Hidden & Dangerous	Take-Two	4/00	7/00
J McGrath Supercross 2000	Acclaim	4.00	7/00
Jet Grind Radio	Sega	8/00	11/00
KISS. Psycho Circus	G.O.D.	5/00	8/00
Max Steel	Mattel	9/00	12/00
Messiah	Interplay	7/00	10/31
Metropolis S.R.	Sega	7/00	10/00
Midway Arcade	Midway	3.00	6.00
Monster Breeder	Tommo	8/00	11/00
M.O.U.T. 2025	Ripcord	8/00	11/00
MTV: Skateboarding	THQ	TBA	Q4
Namco Museum	Namco	4/00	7/00
NBA 2K1	Sega	7/00	10/00
NFL 2K1	Sega	5.00	9.00
NHL 2K1	Sega	7/00	10/00
Outtrigger	Sega	TBA	Q4
Peace Makers	Ubi Soft	7.00	10.00
Phantasy Star Online	Sega	TBA	Q4
Playmobil Hype	Ub Soft	10/01	1/01
Pod 2	Ubi Soft	7/00	10/00
Power Stone 2	Capcom	5/00	8/00
Prince of Persia	Mattel	8/00	11/00
Quake III Arena	Sega	5.00	8.00
Quest of the Blademasters	Ripcord	8/00	11/00
QB Club 2001	Acclaim	TBA	Q4
Renegade Racers	Interplay	5/00	8/00
Seaman w/mic	Sega	5/00	8/00
Sega GT	Sega	5/00	8/00
Seven Mansions	Koei	TBA	Q4
Shenmue Chapter 1	Sega	8/00	11/8
Sierra Sports Game Room	Sierra	8.00	11/00
SNK vs Capcom	Capcom	TBA	Q4
Sonic Adventure 2	Sega	3/01	6/01
Sonic Shuffle	Sega	8/00	11/00
South Park Rally	Acclaim	3/00	6/00
Spawn: In the Demon's Hand	Capcom	TBA	Q4
Spec Ops: O.S.	Ripcord	5/00	8/00
Speed Devils 2	Ubi Soft	8/00	11/00
Star Trek: New Worlds	Interplay	7/00	10/00
S.W. Jed. Pow. Bat	LucasArts	5/00	8/00
Street Fighter III DI	Capcom	3/00	6/00
Stupid Invaders	Ubi Soft	7/00	10/00
Sydney 2000	Eidos	5/00	8/00
The Ring	Infogrames	4.00	7.00
VIP	Ubi Soft	8/00	11/00
Virtua Tennis	Sega	4/00	7/00
W.S. Baseball 2K1	Sega	4/00	7/00
WWF Roya. Rumble	THQ	5/00	8/00
Vanishing Point	Acclaim	5.00	8.00

playstation 2

Game	Manuf./Publisher	Pre-Book Date	Release Date
Armored Core 2	ASCII	8/00	11/00
Dark Cloud	SCEA	7.00	10.00
EverGrace	ASCII	8.00	11.00
Fantavsion	SCEA	7/00	10/00
FIFA 2001	Electronic Arts	7/00	10/00
Gran Turismo 2000	SCEA	7.00	10.00
Kessen	Electronic Arts	7/00	10/00
Knock. Kings 2001	Electronic Arts	7/00	10/00
Madden 2001	Electronic Arts	7.00	10.00
Ridge Racer V	Namco	7.00	10.00
SSX	Electronic Arts	7/00	10/00
Street Fighter EX 3	Capcom	7/00	10/00
Tekken Tag Tourn	Namco	7/00	10.00
The Bouncer	SquareSoft	8/00	11/00

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STOCK INDEX

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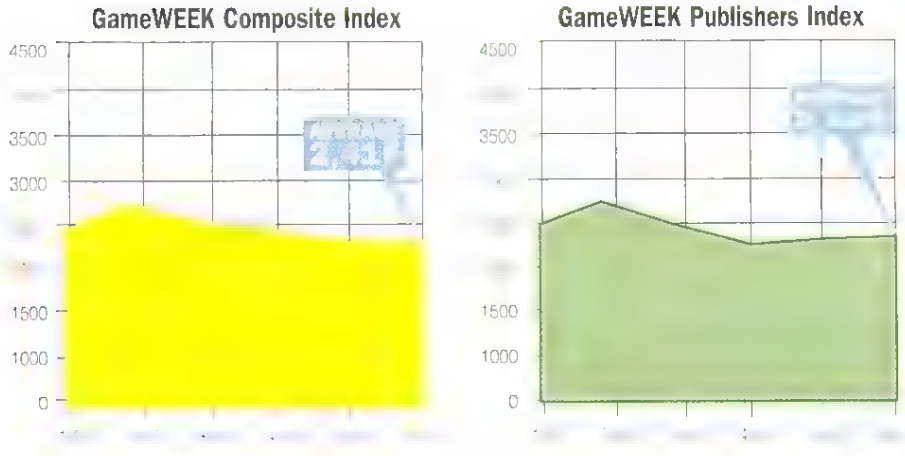
Index Comparisons



Summary of Results

Advances: 25 ***Declines:*** 39 ***Unchanged:*** 0

GAINERS	% CHANGE
Staples	16.67%
Midway	12.40%
Take Two	11.60%
Best Buy	11.21%
Immersion	7.29%

LOSERS	% CHANGE
Digital River Inc	-38.99%
Cdnow Inc	-27.41%
3D Labs Inc Ltd	-16.90%
eBay Inc	-16.48%
Radica Games	-13.33%

INDEX COMPARISONS	6.9.00	6.16.00	NET CHANGE	% CHANGE
GameDaily Composite Index	2422.06	2408.65	13.41	-0.55%
GameDaily Publishers Index	2453.78	2444.48	-9.31	-0.38%
GameDaily Retailers/Distributors	2847.41	2809.45	-37.97	-1.33%
NASDAQ Composite	3874.84	3860.56	-14.28	-0.37%
Dow Jones Industrial Average	10614.06	10449.30	-164.76	-1.55%
S&P 500 Stock Index	1456.95	1464.47	7.52	0.52%
Russell 2000	523.05	513.74	-9.31	-1.78%

Source: CNET Investor (nvestor.cnet.com) "This information is based on sources believed to be reliable, and while extensive efforts are made to assure its accuracy, no guarantees can be made." CNET Investor assumes no liability for any inaccuracies.

PUBLISHERS AND MANUFACTURERS

EXCH	SYMB	COMPANY	52 WEEK HIGH	52 WEEK LOW	P/E RATIO	PREV CLOSE	TODAY'S CLOSE	CHANGE TODAY	CHANGE THIS YEAR
NASD	TDDD	3D Labs Inc Ltd	10 50	2 75		4 44	3 69	16 90%	-37.23%
NASD	TDFX	3Dfx	19 87	6 62		9 13	8 81	3.42%	11.32%
NASD	THDO	3DO	17 12	4 25		5 28	5.56	5.33%	-38.62%
NASD	AKLM	Acclaim	8 68	1 65		2 06	2 00	3 03%	-60.74%
NASD	ATVI	Activision	18.25	5 50		6 56	6 13	6.67%	-60.00%
NASD	MGIS	McGlen nternet Group	15 00	1 00.		1 38	1 44	4 55%	-64.62%
NYSE	AMD	Advanced Micro Devices Inc	97 00	15 62	57 6	88 75	82 44	-7 11%	184 88%
NASD	AAPL	Apple Computer	150 37	42 06	22 0	95 75	91 19	4 77%	-11 31%
NYSE	BDE	Brilliant Digital Enmt Inc	14 93	2 50		5 25	5 19	1 19%	31.75%
NYSE	CRUS	Cirrus Logic	24 00	7 00		19 50	17 44	10 58%	-31 60%
NYSE	CPQ	Compaq Comp.	34 00.	18 25	74.3	26.44.	27.50	4 02%	1.62%
NASD	CREAF	Creative Labs	38.81	8.87	14.0	28 00.	25 69	8 26%	-47 84%
NASD	DELL	Dell	59 68	31.37	74.2	45 06.	47 50	5 41%	6.86%
NYSE	DIS	Disney	43 87	23 37	89 5	41 56	41 19	-0 90%	40 81%
NASD	EIDSY	Eidos Interactive†††	21 00	3 93	17 9	6 00	6 25	4 17%	-63 45%
NASD	ERTS	Electronic Arts	124 43	45 59	37 7	66 88	66 31	0 84%	-21.06%
NASD	GTIS	GT Interactive	5 12	1 56		1 97	1 88	4 76%	7 14%
AMEX	HAS	Hasbro	29 50	13 75	18 4	16 44	17 31	5 32%	8 58%
NYSE	HWP	Hewett Packard	155 50	67 00	35.5	128 00	114.00	-10 94%	38 06%
NYSE	IBM	IBM	139 18	89 00	28.0	119.69	116.84	-2 38%	8 31%
NASD	INTC	Intel	145 37	50 12	54 6	127 06	126.06	0 79%	53 15%
NASD	ENTC	Interactive Magic	6 68	0 50		1 34	1 38	2 33%	-29.03%
NASD	INGR	Intergraph	10 25	3 18		7 00	6 69	-4 46%	40.79%
NASD	IPLY	Interplay	4 68	1 56		1 94	2 00	3.23%	-31.91%
NASD	LOGY	Logitech	76 00	13 62	44.9	59 25	61 56	3.90%	123.36%
NASD	MACR	Macromedia	103.25	27 37	182 3	101 00	102 06	1 05%	39 57%
NASD	MVSN	Macrovision	94 75	10 81	284 0	66 25	71.00	7.17%	91 89%
NYSE	MAT	Mattel Inc	26 75	8 93		14 56	13 63	6 44%	3.81%
NASD	MSFT	Microsoft	119 93	60 37	43 5	68 81	72 56	5 45%	-37.85%
NYSE	MWY	Midway	24 87	6 06	121 4	7 56	8 50	12 40%	-64 49%
NASD	RCOT	Recoton	14 43	5 43		9 25	8.75	-5 41%	-5.41%
NASD	EGAM	eGames inc	4 25	0 53		1 09	1 13	2 86%	64.71%
NYSE	SIII	S3 Inc	24 81	6 00	3 2	17 38	15 25	12 23%	32 61%
NYSE	SNE	Sony Corp	157.37	44 62	63 1	100 56	90 25	10 25%	-68 31%
NASD	TTWO	Take Two	18 93	6 87	15 6	11 31	12.63	11.60%	2 42%
NASD	THQI	THQ	39 25	7 62	7 5	11 38	10 38	8 79%	-55 38%
NASD	CSCC	CenterSpan	35 37	10 12		19.00	17 88	5 92%	44 14%
AMEX	VIA	Viacom	71 25	36 68	128.2	67 25	69 25	2 97%	14 58%
NASD	VOXW	Voxware inc	13 25	0 65		4 34	4 50	3 60%	336 36%

RETAILERS AND DISTRIBUTORS

EXCH	SYMB	COMPANY	52 WEEK HIGH	52 WEEK LOW	P/E RATIO	PREV CLOSE	TODAY'S CLOSE	CHANGE TODAY	CHANGE THIS YEAR
NASD	AMZN	Amazon Com Inc	113 00	40 43		52 19	46 00	-11.86%	39 57%
NASD	AMES	Ames Stores	48 87	7 18	9 1	8 22	7 81	4.94%	-72 83%
NYSE	BKS	Barnes & Noble	29 62	16 31	11 4	19 56	20 19	3.19%	2 12%
NYSE	BBY	Best Buy	88 87	42 56	39 7	62 44	69 44	11.21%	38 18%
NASD	BYND	Beyond.Com Corp	33 50	1 50.		2 03	1 78	-12.31%	77 20%
NASD	CDNW	Cdnow inc	23 26	2 03		4 22	3 06	-27.41%	-68 99%
NYSE	CC	Circuit City	65.18	32 50	37.3	35.13	35.81	1.96%	-20.53%
NASD	COOL	Cyberian Outpost Inc	15.93	3.62		5.09	4.72	-7 36%	-52.52%
NASD	DRIV	Digital River Inc	43.62	7.15		13.63	8.31	38.99%	-75.05%
NASD	EBAY	eBay Inc	127.50	35 14		73.19	61 13	16 48%	51.17%
NASD	ELBO	Electronics Boutique	26 31.	12 75	12 6	15 38	13 50	12 20%	25 00%
NASD	FNCO	Funco Inc	24 93	9 62	22 9	24 63	24 69	0 25%	120.67%
NASD	GGUY	Good Guys	11 00	2 06		3 63	3 56	1 72%	60 69%
AMEX	GGG	GTR Group	5 19	0 93	8 8	1 38	1 31	4 55%	-54.35%
NASD	IMMR	Immersion	79 00	12 00		24 00	25.75	7 29%	-32 90%
NYSE	KM	K Mart Corp	17 50	7 31	10 0	7 63	7 50	1 64%	25 47%
NYSE	MAY	May Dept Stores	44 00	23.75	10 3	26.75	26 94	0 70%	-16 63%
NASD	NAVR	Navarre	15 50	1 46		2 00	1.88	-6.25%	-67 39%
NASD	RADA	Radica Games	11 12	2 68	5 2	3 75	3 25	13 33%	54 39%
NYSE	RSH	Radio Shack	79 50	35 06	29 1	41 06	43.94	7 00%	-10 67%
NYSE	S	Sears	51 18	25 25	7 8	33.75	31.81	5 74%	4 73%
NASD	SPLS	Staples	32.25	13 50	27 8	15.75	18 38	16 67%	-11.45%
NYSE	TOY	Toys R Us	24 75	9 75	7 3	15 63	14 50	7 20%	1 31%
NYSE	WMT	Walmart	70 25	38.87	41 3	54 00	53 75	0 46%	-22.24%
NASD	ZANY	Zany Brainy	14 87.	2 31	7 6	2 81.	2 75	2 22%	-73.01%

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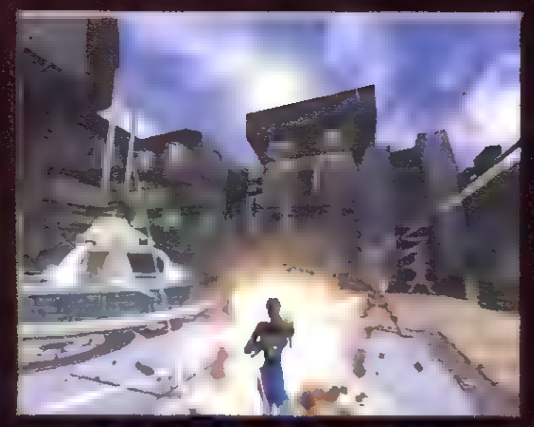
"TECHNOLOGY-WISE AND VISUALLY, FAKK2 IS HEAD AND SHOULDERS ABOVE THE COMPETITION." —GA SOURCE.COM

"A TOP TEN GAME OF 2000" —PC GAMER

1999 AND 2000 E3 BEST OF SHOW - ACTION/ADVENTURE



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MARKET TRACKING REPORTS

Information Based Upon NPD Data Recorded June 4–June 10, 2000

Top 10 Videogame Titles

Based on Items Introduced in 2000 Only • Ranked on Units Sold

RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	PERFECT DARK/N64	NINTENDO OF AMERICA	MAY '00	$59
2	POKÉMON TRADING CARD/GBC	NINTENDO OF AMERICA	APR '00	$25
3	LEGEND OF MANA/PSX	SQUARESOFT	JUN '00	$43
4	WARIOLAND 3/GBC	NINTENDO OF AMERICA	JUN '00	$28
5	POKÉMON STADIUM/N64	NINTENDO OF AMERICA	MAR '00	$60
6	WWF SMACKDOWN!/PSX	THQ	MAR '00	$40
7	TONY HAWK'S PRO SKATER/N64	ACTIVISION	MAR '00	$48
8	SPEC. OPS/PSX	TAKE 2 INTERACTIVE	APR '00	$10
9	SYPHON FILTER 2/PSX	989 STUDIOS	MAR '00	$40
10	EXCITEBIKE 64/N64	NINTENDO OF AMERICA	MAY '00	$50

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 10 PlayStation Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
**	1	LEGEND OF MANA	SQUARESOFT	JUN '00	$43
1	2	TONY HAWK'S PRO SKATER	ACTIVISION	SEP '99	$37
2	3	WWF SMACKDOWN!	THQ	MAR '00	$40
3	4	SPEC OPS	TAKE 2 INTERACTIVE	APR '00	$10
4	5	SYPHON FILTER 2	989 STUDIOS	MAR '00	$40
5	6	VAGRANT STORY	SQUARE EA	MAY '00	$41
8	7	TRIPLE PLAY 2001	ELECTRONIC ARTS	MAR '00	$40
7	8	SYPHON FILTER	989 STUDIOS	FEB '99	$20
6	9	SW EP SODE 1: JEDI KNIGHT	LUCASARTS	APR '00	$40
9	10	GRAN TURISMO 2	SONY COMPUTER ENT	DEC 99	$40

*** Not In The Top 10 Last Week*

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625.2345

Top 10 Portable Videogame Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	POKÉMON TRADING CARD GBC	NINTENDO OF AMERICA	APR '00	$25
2	2	POKÉMON YELLOW/GBOY	NINTENDO OF AMERICA	OCT '99	$25
3	3	POKEMON BLUE/GBOY	NINTENDO OF AMERICA	SEP '98	$24
5	4	WARIOLAND 3/GBC	NINTENDO OF AMERICA	JUN '00	$28
4	5	POKÉMON RED/GBOY	NINTENDO OF AMERICA	SEP 98	$24
7	6	SUPER MARIO BROS DLX/GBC	NINTENDO OF AMERICA	MAY 99	$29
6	7	DISNEY'S DINOSAUR/GBC	UBI SOFT	MAY 00	$29
8	8	POKÉMON PINBALL/GBC	NINTENDO OF AMERICA	JUN '99	$29
10	9	TONY HAWK'S PRO SKATER GBC	ACTIVISION	MAR '00	$28
**	10	MK & ASHLEY GET CLUE/GBC	ACCLAIM ENTERTAINMENT	JUN '00	$29

***Not In Top 10 Last Week*

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 10 Nintendo 64 Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	PERFECT DARK	NINTENDO OF AMERICA	MAY '00	$59
2	2	POKEMON STADIUM	NINTENDO OF AMERICA	MAR '00	$60
3	3	TONY HAWK'S PRO SKATER	ACTIVISION	MAR '00	$48
4	4	EXCITEBIKE 64	NINTENDO OF AMERICA	MAY '00	$50
5	5	MARIO PARTY 2	NINTENDO OF AMERICA	JAN '00	$50
6	6	SUPER SMASH BROTHERS	NINTENDO OF AMERICA	APR 99	$50
7	7	GOLDENEYE 007	NINTENDO OF AMERICA	AUG 97	$40
8	8	SUPER MARIO 64	NINTENDO OF AMERICA	SEP '96	$40
**	9	WCW MAYHEM	ELECTRONIC ARTS	SEP '99	$23
9	10	MARIO KART 64	NINTENDO OF AMERICA	FEB '97	$40

*** Not In The Top 10 Last Week*

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 10 Mac Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	BINGO BINGO BINGO/(CD MAC)	MACSOFT	MAY '00	$18
2	2	TRAITORS GATE/(CD MAC)	DREAMCATCHER INTERACTIVE	MAY '00	$20
3	3	THEME PARK/(CD MAC)	ELECTRONIC ARTS	***	$10
4	4	MONOPOLY MULTIMEDIA (CD MAC)	HASBRO INTERACTIVE	NOV '96	$10
6	5	SIMCITY 3000/(CD MAC)	MAXIS	JUL 99	$49
5	6	AGE OF EMPIRES/(CD MAC)	MACSOFT	JUN 99	$30
*	7	UNREAL TOURNAMENT (CD MAC)	GT INTERACTIVE	JAN '00	$49
8	8	STARCRAFT BROOD WAR (CD MAC)	BLIZZARD	JUL 99	$20
10	9	RAINBOW SIX/(CD MAC)	MACSOFT	NOV 99	$49
**	10	ALPHA CENTAURI/(CD MAC)	ASPYR MEDIA	FEB 00	$49

***Not In Top 10 Last Week • Introduced Before April 1995*

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 10 Dreamcast Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	TONY HAWK'S PRO SKATER	CRAVE ENTERTAINMENT	MAY '00	$50
**	2	GAUNTLET LEGENDS	MIDWAY	JUN '00	$48
**	3	SPACE CHANNEL 5	SEGA OF AMERICA	JUN '00	$42
3	4	RESIDENT EVIL CODE: VERONICA	CAPCOM USA	MAR '00	$49
2	5	VIRTUAL ON: ONTARIO	ACTIVISION	JUN '00	$49
4	6	T. CLANCY'S RAINBOW SIX	MAJESCO	MAY '00	$49
5	7	CRAZY TAXI	SEGA OF AMERICA	FEB '00	$49
6	8	NBA 2K	SEGA OF AMERICA	NOV '99	$37
8	9	SONIC ADVENTURE	SEGA OF AMERICA	SEP '99	$37
7	10	STREET FIGHTER ALPHA 3	CAPCOM USA	MAY 00	$43

***Not In Top 10 Last Week*

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625.2345

MARKET TRACKING REPORTS

Top 20 Entertainment Software Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
2	1	THE SIMS/(CD W95/W98)	MAXIS	FEB '00	$40
1	2	WHO WANTS TO M...LIONAIRE 2 CD W95/98 M	DISNEY INTERACTIVE	MAY '00	$18
**	3	VAMPIRE: MASQUERADE REDEMPT CD W95/98	ACTIVISION	JUN '00	$42
4	4	ROLLER COASTER TYCOON, (CD W95/W98)	HASBRO INTERACTIVE	MAR '99	$30
**	5	VAMPIRE COLLECTORS EDITION CD W95 98	ACTIVISION	JUN '00	$53
3	6	SIMCITY 3000 UNLIMITED (CD W95 98)	MAXIS	MAY '00	$36
5	7	MOTOCROSS MADNESS 2 CD W95 98	MICROSOFT	MAY '00	$40
9	8	SLOTS (CD W95 W98 MAC	MASQUE PUBLISHING	NOV '99	$13
6	9	EVERQUEST: RUINS OF KUNARK CD W95 98 2K	989 STUDIOS	APR '00	$40
12	10	ROLLER COASTER TYCOON CORK CD W95 W98)	HASBRO INTERACTIVE	NOV '99	$20
10	11	AGE OF EMPIRES CD W95 W98	MICROSOFT	SEP '99	$45
11	12	SIM MANIA PACK/(CD W95/W98)	ELECTRONIC ARTS	FEB '00	$19
**	13	SIM THEME PARK WORLD/(CD W95/W98)	ELECTRONIC ARTS	NOV '99	$31
13	14	RAINBOW SIX: URBAN OP. CD W95 98	RED STORM	APR '00	$19
7	15	DAIKATANA/(CD W95/98)	EIDOS INTERACTIVE	MAY '00	$32
16	16	WHO WANTS TO BE MILLIONAIRE CD W95 WIN	DISNEY INTERACTIVE	NOV '99	$19
15	17	STAR TREK: ARMADA/(CD W95/W98)	ACTIVISION	MAR '00	$47
18	18	GALAXY OF GAMES RED/(CD W95/W98)	EGAMES	MAR '00	$10
**	19	NEED FOR SPEED HIGH STAKES CD W95 NT4	ELECTRONIC ARTS	JUN '99	$17
14	20	MS FLIGHT SIMULATOR 98 CD W95	MICROSOFT	NOV '99	$12

**Not in Top 20 Last Week
Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 25 Videogame Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	PERFECT DARK/N64	NINTENDO OF AMERICA	MAY '00	$59
2	2	POKEMON TRADING CARD/GBC	NINTENDO OF AMERICA	APR '00	$25
3	3	POKEMON YELLOW/GBOY	NINTENDO OF AMERICA	OCT '99	$25
**	4	LEGEND OF MANA/PSX	SQUARESOFT	JUN '00	$43
12	5	POKÉMON BLUE/GBOY	NINTENDO OF AMERICA	SEP '98	$24
16	6	WARIOLAND 3/GBC	NINTENDO OF AMERICA	JUN '00	$28
4	7	TONY HAWK S PRO SKATER/PSX	ACTIVISION	SEP '99	$37
7	8	POKÉMON STADIUM/N64	NINTENDO OF AMERICA	MAR '00	$60
5	9	WWF SMACKDOWN!/PSX	THQ	MAR '00	$40
13	10	POKÉMON RED/GBOY	NINTENDO OF AMERICA	SEP '98	$24
8	11	TONY HAWK'S PRO SKATER/N64	ACTIVISION	MAR '00	$48
6	12	SPEC OPS/PSX	TAKE 2 INTERACTIVE	APR '00	$10
9	13	SYPHON FILTER 2/PSX	989 STUDIOS	MAR '00	$40
19	14	SUPER MARIO BROS. DLX/GBC	NINTENDO OF AMERICA	MAY '99	$29
11	15	EXCITEBIKE 64, N64	NINTENDO OF AMERICA	MAY '00	$50
14	16	TONY HAWK'S PRO SKATER/DC	CRAVE ENTERTAINMENT	MAY '00	$50
10	17	VAGRANT STORY/PSX	SQUARE EA	MAY '00	$41
20	18	TRIPLE PLAY 2001/PSX	ELECTRONIC ARTS	MAR '00	$40
18	19	SYPHON FILTER/PSX	989 STUDIOS	FEB '99	$20
15	20	SW EPISODE 1: JEDI KNIGHT PSX	LUCASARTS	APR '00	$40
21	21	GRAN TURISMO 2/PSX	SONY COMPUTER ENT.	DEC '99	$40
17	22	DISNEY'S DINOSAUR/GBC	UBI SOFT	MAY '00	$29
22	23	MLB 2001/PSX	989 STUDIOS	MAR '00	$40
**	24	POKÉMON PINBALL/GBC	NINTENDO OF AMERICA	JUN '99	$29
23	25	CRASH BANDICOOT WARP/PSX	SONY COMPUTER ENT.	NOV 98	$19

**Not in Top 25 Last Week
Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 30 Interactive Entertainment Software Publishers

Based on Units Sold

LAST WEEK	THIS WEEK	PUBLISHER
1	1	NINTENDO OF AMERICA
2	2	ELECTRONIC ARTS
3	3	SONY
4	4	ACTIVISION
5	5	HASBRO
6	6	INFOGRAMES
7	7	HAVAS
10	8	MATTEL
9	9	ACCLAIM ENTERTAINMENT
8	10	THQ
12	11	MIDWAY
11	12	EIDOS INTERACTIVE
16	13	NAMCO
15	14	TAKE 2 INTERACTIVE
14	15	THE 3DO COMPANY
13	16	MICROSOFT
18	17	DISNEY INTERACTIVE
17	18	CAPCOM USA
21	19	KONAMI OF AMERICA
20	20	LUCASARTS
19	21	INTERPLAY PRODUCTIONS
24	22	FOX INTERACTIVE
22	23	CRAVE ENTERTAINMENT
27	24	SEGA OF AMERICA
23	25	SQUARE EA
**	26	SQUARESOFT
25	27	UBI SOFT
26	28	RED STORM
28	29	EGAMES
29	30	VALUSOFT

**Not in Top 30 Last Week • Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 10 Videogame Accessories

Ranked on Dollars Sold

LAST WEEK'S RANK	RANK	ACCESSORY/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	MEM EXPANSION PACK/N64	NINTENDO OF AMERICA	NOV '98	$30
2	2	RFU ADAPTOR/N64	INTERACT ACCESSORIES	SEP '96	$10
5	3	MEMORY CARD VALUE PK/PSX	INTERACT ACCESSORIES	DEC '95	$10
3	4	RFU ADAPTOR/PSX	INTERACT ACCESSORIES	JUN '97	$13
7	5	VISUAL MEMORY UNIT/DC	SEGA OF AMERICA	SEP '99	$25
4	6	MEMORY CARD/PSX	SONY COMPUTER ENT.	SEP '95	$15
6	7	MEMORY CARD 15X/PSX	MAD CATZ	AUG 96	$10
**	8	GAMESHARK CDX/DC	INTERACT ACCESSORIES	JUN '00	$49
10	9	MEMORY CARD 2X/PSX	INTERACT ACCESSORIES	JUN '98	$15
**	10	ICE CONTROLLER/N64	NINTENDO OF AMERICA	MAR '00	$26

**Not in Top 10 Last Week
Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

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INDUSTRY INFORMATION

Game Rentals • Calendar of Events • What's Hot

VIDTRAC's Top 25 Renting Games

For the week ending June 11, 2000

Rank	Game Label/Title	Publisher	Street Date	Trans Nat'l (Thous)	Rev Nat'l (Thous)
1	N64/Perfect Dark	Nintendo of America	May '00	208.03	$961.07
2	N64/Pokémon Stadium	Nintendo of America	Mar '00	94.37	$400.42
3	N64/Excitebike 64	Nintendo of America	May '00	83.04	$370.23
4	N64/Tony Hawk's Pro Skater	Activision	Mar '00	78.28	$340.95
5	N64/Mario Party 2	Nintendo of America	Jan '00	59.77	$259.49
6	PS/Syphon Filter 2	989 Studios	Mar '00	57.04	$248.33
7	PS/WWF Smackdown	THQ Inc.	Mar '00	54.54	$234.80
8	PS/Star Wars Episode 1: Jedi Power Batt	LucasArts Entertainment Inc.	Apr '00	50.26	$223.75
9	N64/Super Smash Bros.	Nintendo of America	Apr '99	50.57	$213.91
10	N64/Army Men Sarge's Heroes	3DO Games	Sep '99	43.54	$182.47
11	N64/WWF Wrestlemania 2000	THQ Inc.	Nov '99	40.40	$172.64
12	PS/Grand Theft Auto 2	Rockstar Games	Oct '99	33.93	$158.96
13	N64/All-Star Baseball 2001	Acclaim Entertainment	Mar '00	32.77	$145.48
14	PS/Tony Hawk's Pro Skater	Activision	Sep '99	34.01	$141.42
15	PS/Triple Play 2001	Electronic Arts	Mar '00	32.00	$139.72
16	PS/Army Men: World War	3DO Games	Mar '00	31.48	$136.30
17	PS/MLB 2001	989 Studios	Mar '00	29.52	$131.74
18	N64/Rainbow Six: Tom Clancy's	Southpeak Interactive	Nov '99	29.46	$128.08
19	N64/Donkey Kong 64	Nintendo of America	Nov '99	30.26	$125.62
20	DC/Tony Hawk's Pro Skater	Crave Entertainment	May '00	25.36	$119.25
21	PS/Driver	GT Interactive	Jun '99	27.92	$115.81
22	PS/Need for Speed: Porsche Unleashed	Electronic Arts	Mar '00	23.60	$103.14
23	PS/Tomorrow Never Dies	Electronic Arts	Nov '99	24.17	$100.33
24	N64/Jeremy McGrath Supercross 2000	Acclaim Entertainment	Feb '00	23.26	$97.43
25	PS/Medal of Honor	Electronic Arts	Nov '99	22.22	$96.14

Rental index shows the relationship of game titles against the top renting title

What's Hot & What's Not

Store: *FuncoLand #200* • *Daly City, Calif.* • *June 12, 2000*

What's Hot...

1—Perfect Dark
Rare for Nintendo 64

2—Pokémon Trading Card
Nintendo for Game Boy Color

3—Tony Hawk's Pro Skater
Crave for Dreamcast

What's Not...

1—Urban Chaos
Eidos for PlayStation

2—Kurt Warner's Arena Football
Midway for PlayStation

3—Maken X
Sega for Dreamcast

What's Surprising...

1—Shortage of PlayStation hardware

2—N64 Expansion Pak

Perfect Dark

Urban Chaos

As we approach the traditionally slow summer period for the videogame industry, retailers like this local FuncoLand in Northern California are reporting that on the whole, demand for games have declined somewhat compared to past months. In particular, Assistant Store Manager Terrance James says there's been a surprising lack of interest in Dreamcast software and hardware.

"Except for *Tony Hawk's Pro Skater*, many of the recently released Dreamcast games are not selling," said James. "And the same goes for DC hardware systems. In this store anyway our customers still prefer PlayStation and Nintendo 64," he added.

On the PlayStation front, James points out that *Urban Chaos* and Kurt Warner's *Arena Football* have been surprise duds garnering very little interest from consumers.

Overall, *Perfect Dark*, Rare's incredible N64 shooter, continues to be tremendously popular with shoppers. "We received an initial shipment of 100 pieces and we've already sold through 60," explained James. On the downside, however, he added that they could sell a whole lot more *Perfect Dark* games if the N64 Expansion Pak (which is needed to play the majority of the game) weren't in such short supply.

Apparently, the same availability problems that plague Nintendo also hold true for PlayStation game consoles, as Sony's inability to deliver sufficient numbers of hardware units continues to haunt the retail community. A disappointed James points out, "Like some of the other retailers around here [Target, Toys "R" Us] we just can't get enough supply to meet demand."

Calendar of Events

July

8-10 VSDA
Las Vegas, Nev.
www.vsda.org

19-21 IEMA Executive Summit
Orlando, Fla.
www.executivesummit.com

29-30 Classic Gaming Expo
www.cgexpo.com

August

25-27 Nintendo Space World
www.nintendo.co.jp

TBD Best Buy Charity Dinner
www.bestbuy.com

TBD Hollywood Video Vendor Meeting
www.hollywoodvideo.com

September

3-5 ECTS, London
www.ects.com

5-8 Retail Vision, Orlando, Fla.
www.retailvision.com

TBA K•B Vendor Golf Event
www.kbtoys.com

12-13 Digital Kids 2000
San Francisco,Calif.
www.jup.com

14-16 Fun Expo
Las Vegas, Nev.
www.funexpo.com

TBA Babbage's Manager Show

26-28 East Coast Video Show
Atlantic City, N.J.
www.ecvshow.com

October

23-27 Fall Internet World
New York City, N.Y.

TBD EB (Fall) Vendor Show

November

13-17 Comdex Fall 2000
Las Vegas, Nev.
www.comdex.com

Making Money with Online Gaming

Independent matchmaking services look to e-commerce, advertising for business model traction

By Paul Palumbo

Independent game matchmaking services online (those not affiliated with publishing operations, such as Heat.net, Battle.net and Internet Gaming Zone) are coalescing around two business models: advertising and e-commerce. A study of two indies—Internet matchmaking pioneer Kali.net and new comer Gameburst.com—illustrate the market's evolutionary trek, and how the business of online gaming is changing as more gamers get connected.

The Internet has also blossomed as a content destination, and there are over hundreds of destinations were gamers can play games, and exclusives (with the exception of Shockwave.com) are rarely part of the mix. Kali.net, the grand old matching service of the Internet, is a profitable business that was started five years ago by Jay Cotton as an "evening project." It has attracted over 275,000 registered users since launch (each paying a lifetime membership fee of $20) to become part of the community, worth about $5.5 million in gross receipts. Cotton remains president of Kali, along with a staff of six programmers and service support people, but in March of this year, the company sold a majority stake to Korean-based BE-Tech, which signaled the beginning of the end of the flat fee service, and a move toward a business model based on advertising and syndication.

"It's getting tougher to make money now. We're one of the only services to charge anything at all. Everybody else has a free service, from Heat.net to Battle.net," explained Cotton. "The reason we still succeed is because we provide an environment, community and group of users that have been playing Internet games here longer than any other site online. That's our advantage, and nobody else can take that away." Another key point is that Kali has written custom code for a number of games that weren't intended for Internet gameplay, or the type of play users want. The Kali code is also customized for play across a number of network environments.

ADVERTISING AND SYNDICATION

Cotton says that Kali is going to shift more toward an advertising model, possibly as early as 2001. "It's hard to deny that advertising is a money-maker, says Cotton, adding one caveat: "We don't want to get into the advertising sales business, but rather, partner with the sites that do that and have an advertising base." Selling a majority stake to BE-Tech will enable the tech people in Athens, Georgia, to focus on development and programming, while the business relationships will be handed over to BE Tech. "This company has connections all over Silicon Valley and most of the Asian markets, which are growing dramatically," said Cotton.

> *"The market place is changing... Down the road, software product will be available through a download model. We want to capture loyalty right now, and grow right along with the game download business."*
>
> *Steve Reed, president of ZapYou.com*

NETWORK CODE MASTERS AND LOW BANDWIDTH COSTS

A big reason why Kali.net has been able to grow and keep costs low is the nature of its networking code, and its business approach. "The worst thing that can happen at this point is that we start running out of new customers. We're at a break-even rate right now," he said. Kali.net does not run dedicated servers that require a lot of bandwidth for gameplay. Instead, Kali runs chat servers. All the games on Kali are played in a Peer-to-Peer Mode, hosting a group of two to eight players. The gamers communicate through clients, and not through Kali game servers, which cuts down dramatically on bandwidth costs. Including servers in Kali's central tracking system and central game server, the company is running about 120 servers and uses but one T1 connection, supplied by CommStar in Atlanta. These are primarily chat servers.

"I wrote everything to run without me paying for anything. Even if no money came in, the system could support itself. The end user is handling all bandwidth and networking costs," noted Cotton. A T1 can range from $1000-$2,500 per month, and that's a flat rate deal. Dividing $2,500 by 30 days ($84/day) and then 24 hours ($3.47), Kali's bandwidth costs are averaging about $3.47/hour. There were about 800 gamers on the Kali service at 12 Noon PDT. Peak usage is about 2,500, which takes place around 10 p.m. EDT, and that's without any syndication reach, so the company has a low enough operating cost structure that BE-Tech should be able to drive enough ad sales revenue to cover costs and more.

THE E-COMMERCE APPROACH

ZapYou.com (a wholly owned unit of GTR Group) is running Gameburst.com, a recently launched matchmaking service with games like *Unreal Tournament*, *Quake II* and *Quake III*. Gameburst.com is a free matchmaking zone to aggregate players, and then use that gamer audience against which to promote the e-commerce sites the company develops private label e-stores for. GTR Group is a publicly traded company on both the Toronto and NASDAQ exchanges, and is a distributor of game product and hardware peripherals. For the past fiscal year, GTR Group made revenue of $105 million and EPS of $0/13/share.

"The market place is changing, and we need to respond to change," says Steve Reed, president of ZapYou.com. "Right now we sell a lot of PS software at retail, and we are beginning to sell games online. Down the road, software product will be available through a download model. We want to capture loyalty right now, and grow right along with the game download business."

The games on Gameburst.com are played in a peer-to-peer environment, but they are hosted on gameburst.com servers, and there are bandwidth costs absorbed by ZapYou.com. With *Unreal*, for example, about 20 users on one server cost about $400 per month. That's one server, serving 20 players. That's for 20 continuous users playing all the time.

Based on early data, traffic directed to game commerce sites developed by ZapYou.com and dedicated to commerce result in a conversion rate (those gamers actually opting to make a purchase) of about 10%. On other sites that host game content, or information about games in addition to commerce, the conversion rate is about 1/2 of 1%. Gameburst.com is going to add one server per month, for the next six months, while continuing to aggressively partner to provide private label e-storefronts. "We don't want to lose sight of our objective, which is to sell games," says Reed. "We will evaluate everything as we go along." **GW**

newsbits

Bandai Plans Big Gundam Push in U.S.—Next month Bandai Entertainment Inc. will launch a full-scale marketing blitz of products based on the *Gundam* television series in the U.S., including an expansion of the lineup of character goods prior to the new school year starting in September, the company said Tuesday. The company will begin by expanding sales of model kits in July. The strategy also calls for releasing several new products later in the fall and signing licensing agreements with firms that want to sell T-shirts, skateboards and other items featuring characters from the show. *Gundam* kits are currently available in Southern California and several other areas through a promotion with Toys "R" Us Inc. New versions of the *Gundam*-W-Endless-Waltz kit will be imported from Japan and released in the fall at suggested retail prices between $6 and $40. The company is projecting sales of 1.5 million kits for 2000.

Nintendo to Ship Milestone GB—Nintendo has announced that it expects to surpass the 100 million-unit mark of Game Boys shipped worldwide on June 16. Game Boy was introduced in 1989, and has since gone through various upgrades, enhancements and cosmetic changes. According to Nintendo's figures the system has sold on average 1,000 units per hour for the 11 years it's been out, and the handheld has a higher than 95% market share in portable videogames. The overall numbers are bound to increase when Game Boy Advance is introduced later this year in Japan, followed by a 2001 release in the U.S.

Gigex Trailers on Handhelds—Gigex.com and PacketVideo have just announced an agreement to test the delivery of videogame demos and trailers over wireless networks. PacketVideo has developed standards-compliant MPEG-4 software that enables the distribution of video over wireless networks. As part of the trials, Gigex.com will provide game-related content for delivery to wireless devices. According to Mark Frederer, CEO of Gigex.com, "We think PacketVideo's wireless multimedia solutions are the next logical step to extending the broadband entertainment experience to high-quality wireless devices. We strongly believe this will soon be a big hit with game publishers and our core users." "Working with Gigex.com to trial videogame 'trailers' is the first step towards developing actual full fledged wireless videogaming," said Robert Tercek, president of PacketVideo's Programming Division. PacketVideo has also announced alliances with leading device and silicon designers and manufacturers to develop hardware utilizing PacketVideo technology, including Casio, Compaq, Intel, NEC, Sanyo and Texas Instruments.

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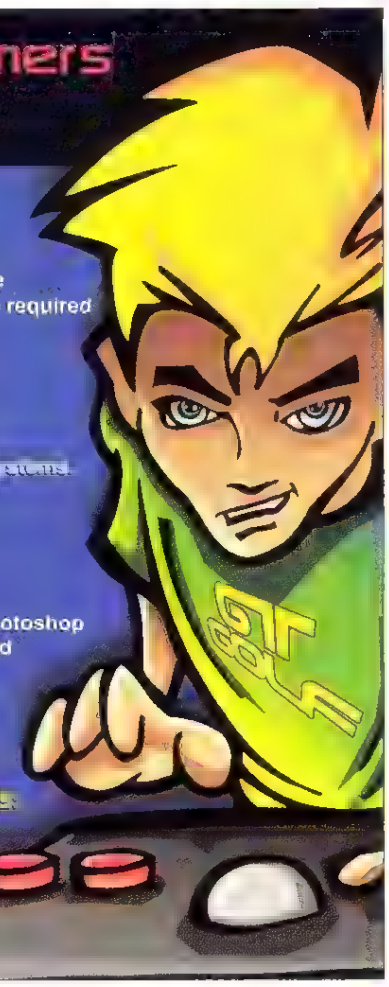

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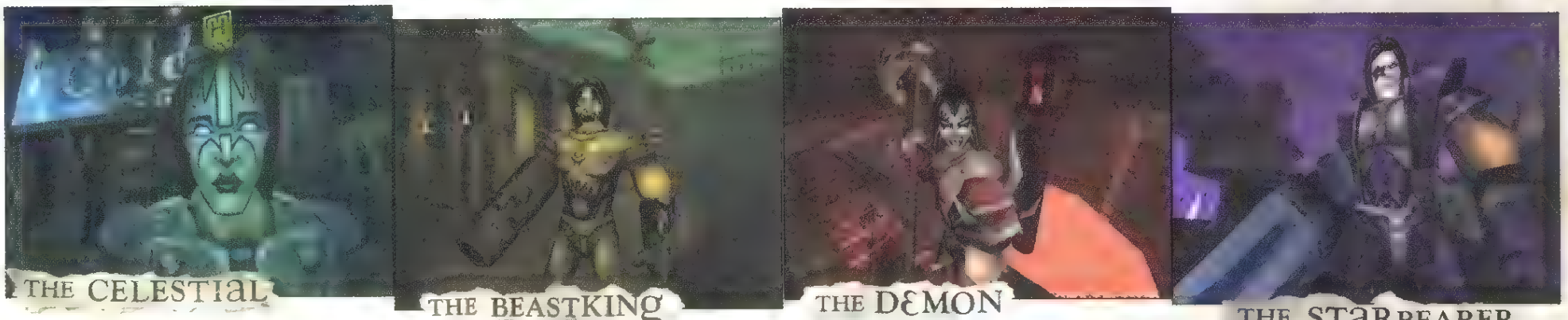

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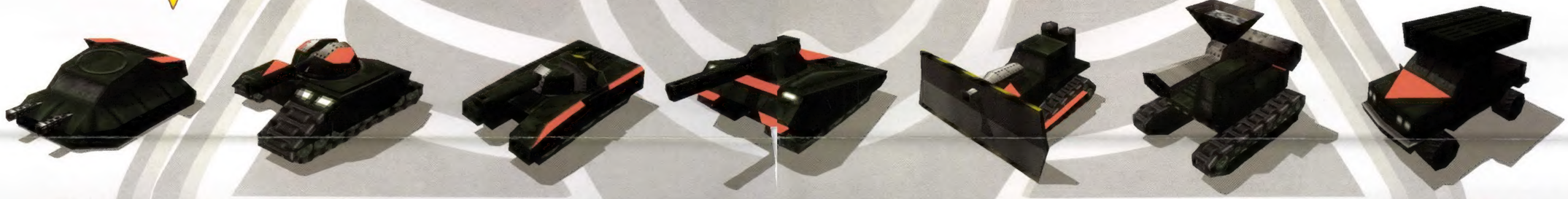

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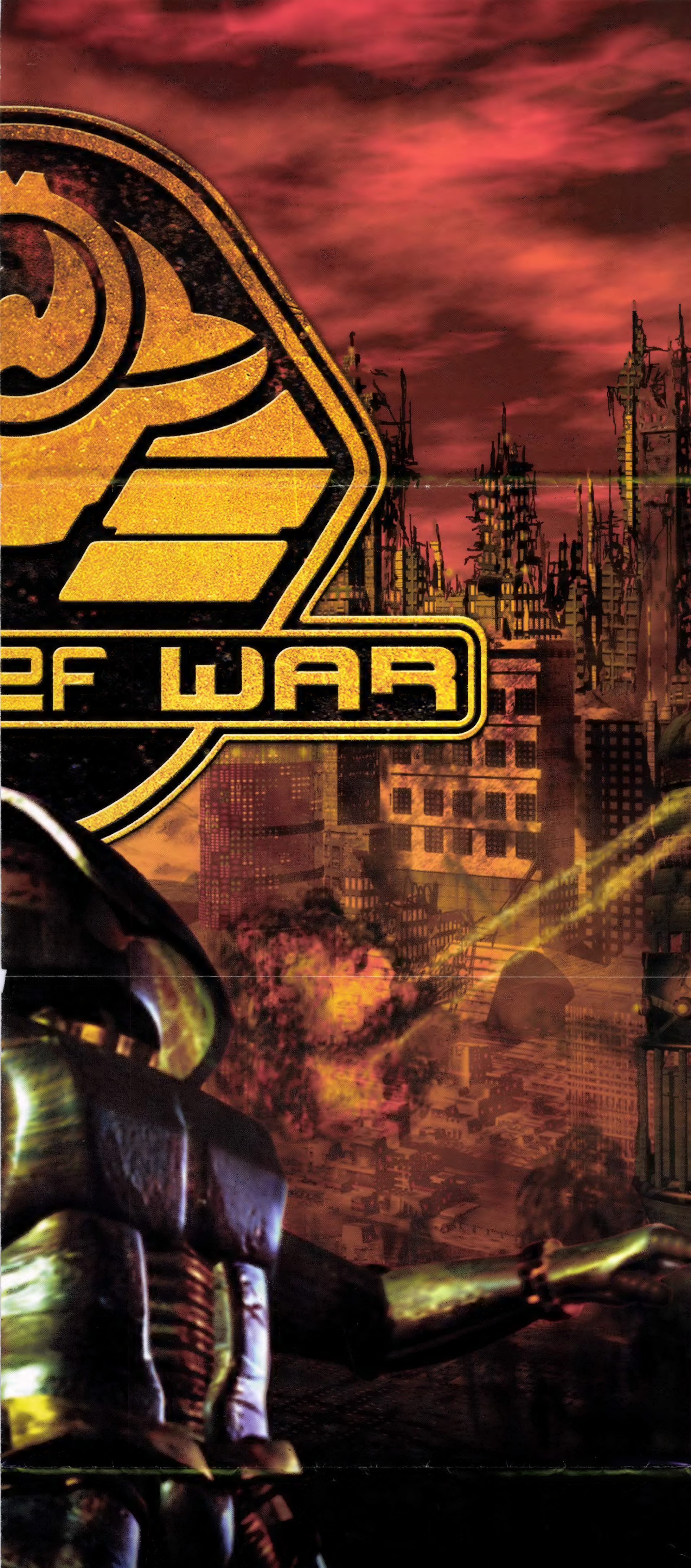
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